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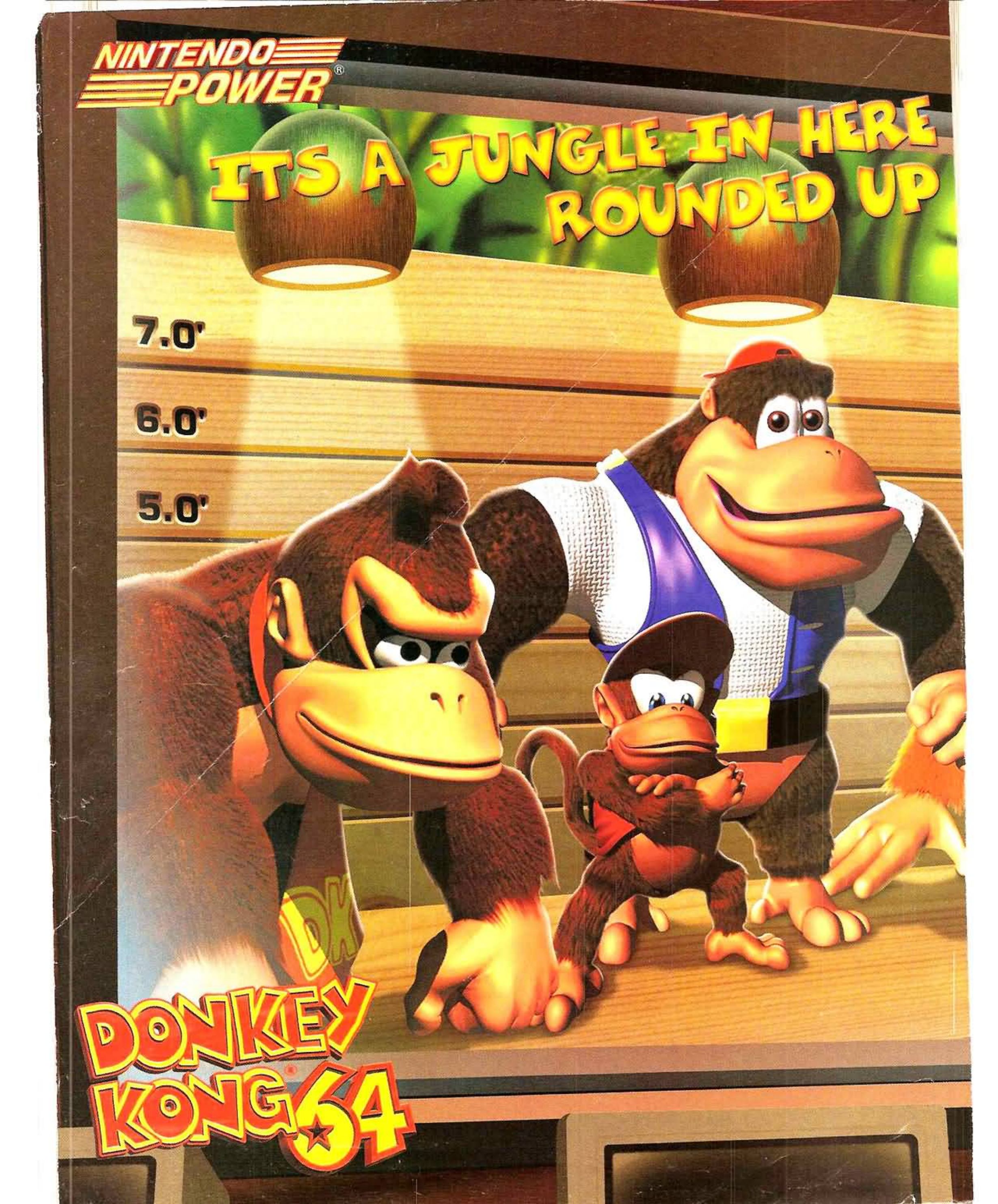
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page 26

Was that a scream or just the sound of your blood curdling? You'd better add garlic and wooden stakes to your shopping list, because it's time to head back to Transylvania for the prequel to Konami's Castlevania 64. We'll get those coffin nails loosened up with tips to start your quest.

page 36

Lock and Load! Red Storm's pulse-pounding PC favorite hits the N64 like a well-placed sniper round. Get out your camo face paint and enter Tom Clancy's tale of soldiers versus terrorists. It'll take more than a steady trigger finger to save the world in this adventure. Take a look at our mission briefing before you take your team into harm's way.

page 102

Anakin Skywalker fires up his rocket boosters on Game Boy Color for gravity-defying action throughout the galaxy. Grab your crash helmet and buckle up—the Rumble Pak will let you feel every bump in these high-speed chariot races. Our strategies will help you stay on the track and out of the scrap heap.

page 130

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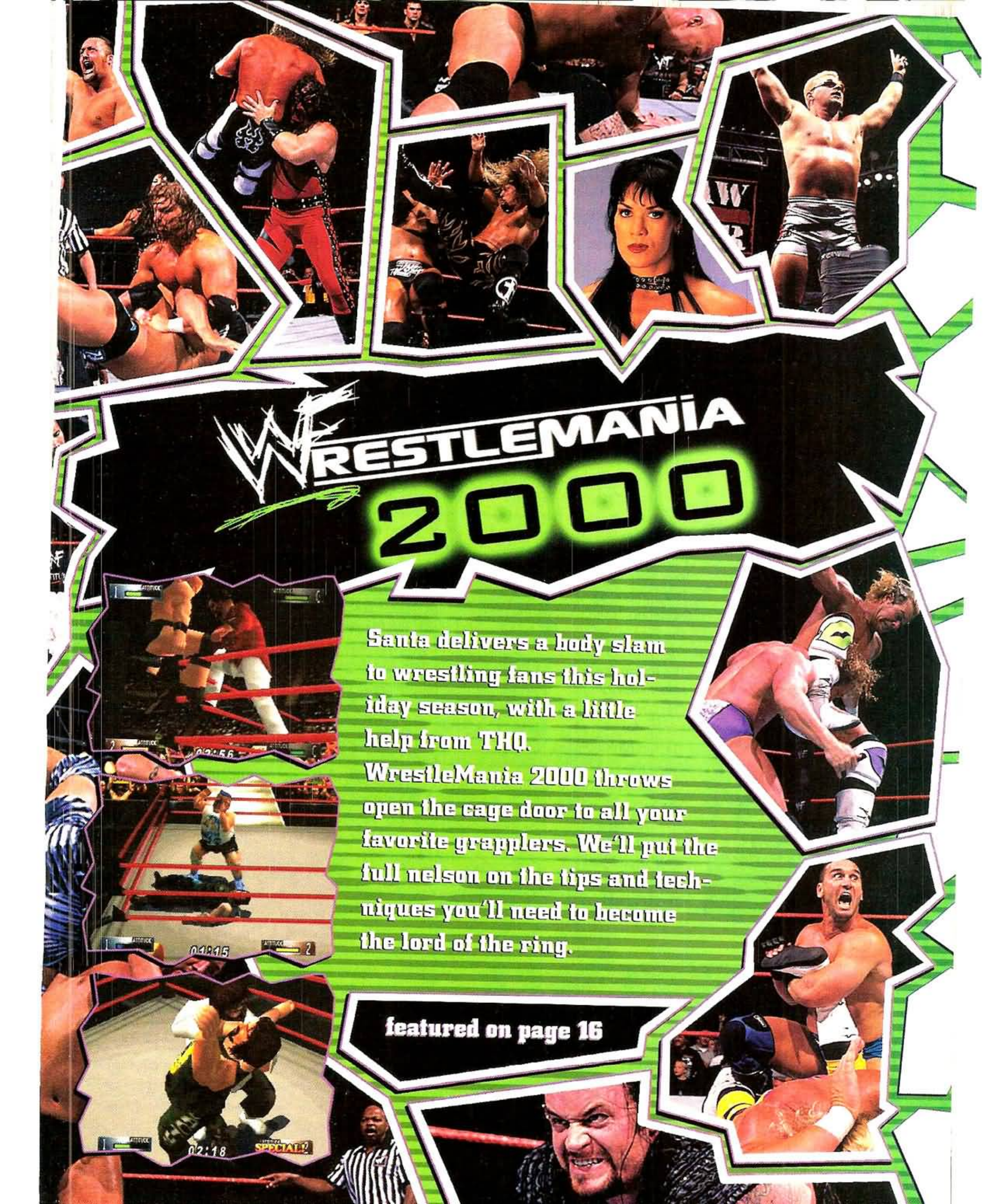
STRATEGY

EVERY ISSUE


WWF WrestleMania 2000
Santa delivers a body slam to wrestling fans this holiday season, with a little help from THQ. WrestleMania 2000 throws open the cage door to all your favorite grapplers. We'll put the full nelson on the tips and techniques you'll need to become the lord of the ring.
featured on page 16
01:15
02:18
SPECIAL!

player's pulse

The holidays are upon us, and we'd advise shoppers out there not to yell "Pokémon!" in any crowded malls. We're excited about this December's offerings, but we can't help thinking ahead to next year's winter, when the Dolphin may swim into stores. What will it be called?

Nick Anderson • Rome, Georgia

By Any Other Name...

I think the next generation system should be called Nintendo Platinum.

Will Davis
Magna, UT

Here's an idea for Nintendo's next generation console name: NintendOmega. Prior to the tradition of spinning logos, you can use a holographic type of surface with an N converting into a 2 right in the center of the O.

Adam Brown
Via the Internet

I think Dolphin's a fine name, but I made up N2K, which stands for Nintendo 2000.

Sharon Howard
Via the Internet

I've come up with a list of names that I think you could call the new Nintendo system. They are:
The Nintennium
Nintendo 2000
The Funtendo
The Nintendo Power
The Italian Stallion
System Knockout
The GMN (Grand Master Nintendo)
The Graphix King
Nintendo DVD
The Nintendo Supreme
The Funland System
The Descendant
The Fun Fantasy
The Force System
System 6
The Nintendo ArtX

Richard Hormaza
Via the Internet

Dane Burghgrave • Geneseo, Illinois

I have a great name for Nintendo's new system. I call it the Nintendo Nova! Want to know the worst name Nintendo could pick? Nintendo Uranus!

Philip Hanan
Berea, KY

Dolphin is not a great name for a great system. I think you should call it TAS, because it's a short name, it's easy to remember and it stands for "The Awesome System." Because, of course, the Dolphin will be awesome.

Jordan Brown
Via the Internet

I have to disagree with everybody who thinks Dolphin is a bad name for the next system. I'll have you know that dolphins are beautiful creatures with extremely high intelligence levels. What more could you ask for in a name?

Christopher Course
Effingham, ON

I think Dolphin is a great name for the new system. Dolphins are smart, fast, strong and adaptable. What a perfect representative for the upcoming system.

Joshua Paulacky
Portland, OR

You wouldn't believe how many name suggestions flooded the Nintendo offices—it was all we could do just to confine them to this page instead of turning this into a four-page "Dolphin's Pulse." There were a ton of votes for N2K, but after the bad rap the Y2K bug's been getting, we're not so sure it'll work. Not all the suggestions were for changes, either. As you can see from those last two letters, there's a lot of support for keeping the name Dolphin. Only time will tell...

Parting Shot

I think a good name for the new Nintendo System would be something like The Stardust or the Powershot. And by the way, I think it's pretty sad that you guys have to go to people who subscribe to your magazine for ideas.

Kendall Scott
Toronto, ON

We do not! Our ideas come completely from within the powerful brain trust known as the Nintendo Nomenclators. But on a completely different subject, be sure to look in stores for the latest Hyrulian adventure, tentatively titled "The Legend of Zelda: Ganon and Kendall Scott's Revenge."

Note: Game Does Not Exist.

Alex Wright • Laguna Hills, California

Background Art: Roger Yong • Canyon Country, California

José Luis Rodriguez • Toa Alta, Puerto Rico

Poké Balls vs. The Force

My friends and I always argue over which is better: Pokémon or *Star Wars*. I like Pokémon. Which do you like better?

Jordan Vidrine
Via the Internet

Well, Jordan, that's a very interesting question, and one that's bound to be on the lips of people everywhere. We at Nintendo Power feel very strongly that ——— is the superior pop culture phenomenon, in terms of both entertainment value and cool products. Besides, ——— just doesn't hold a candle to ——— in terms of raw excitement and long-term cult fascination. On a more personal note, we'd also like to add that anyone who prefers ——— over ——— must definitely be a raving lunatic.

Stephanie Germain • St-Basile, Quebec

Shoot (Movies, That Is)

The other day we were playing multiplayer on GoldenEye. We were joking around and found out that we could get a third-person view. Have one person be the cameraman and the other run around and shoot stuff. The cameraman must chase the other guy around like Lakitu in Mario 64. If you want to get dramatic you can try all kinds of angles. In four-player multiplayer matches, two people will fight while the other two capture it all on film. The cameramen also should carry guns, because you never know when the enemy might try something cheap!

Ben Snyder and Sean Hughes
Summersville, WV

That sounds like the most dangerous job in the world, but we tried it out anyway. While we frequently got fed up with the artistic integrity of our cameraman and had to "fire" him, we still got the chance to see some cool, Hollywood-worthy action sequences. You found yet another reason GoldenEye has such awesome replay value.

Hot Newz Bluez

A while back I got a "Hot Newz" video about Jet Force Gemini and DK64. I had been looking forward to more info on Jet Force Gemini, so I popped the video in and watched the whole thing. Since I have Legend of Zelda: The Ocarina of Time, I tried out the tip it gave me about beating the Skull Kid in the Lost Woods for a 500-Rupee coin, but the Skull Kid was indestructible. Three Questions: What am I doing wrong? Why was the video host so hyper? And why did you conceal the face of Dan?

Jasen Giondomenico
Middleboro, MA

1. You need to use the unbreakable Biggoron Sword to defeat the Skull Kid. Oh, and by the way, Dan evilly misled you a little bit—it's a 200-Rupee coin.
2. The video host got loose in the Nintendo coffee shop before the shoot and chugged nine "Mario Mochas" right before he went on. He later had to be physically restrained from trying to make mushrooms appear out of the ceiling tiles by headbutting them.
3. Dan has bought our silence, so we cannot tell you about his hideous disfigurement. As always, feel free to check out all the unspeakably evil plots Dan is currently perpetrating by visiting him and the gang at www.nintendo.com.

Spencer Smith (Game Master) • Williamston, Michigan

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power charts

All of those doomsayers who forecast global crises at the end of 1999 were completely correct: Pokémon has knocked Zelda out of the number-one spot. Not only that, but GoldenEye again plunges out of the top three. If you need us, we'll be hiding in our NP bunker.

NINTENDO 64 TOP 20

1 POKéMON SNAP

Oh, boy. There are strange things afoot in the last Power Charts of the century. Snap knocks off Zelda. GoldenEye falls to #4. Yoshi's Story and Diddy Kong Racing return. We can only hope that these power struggles calm down in 2000!

2 THE LEGEND OF ZELDA: OCARINA OF TIME

3 SUPER SMASH BROS.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON SNAP	NINTENDO	4	4
2	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	12
3	SUPER SMASH BROS.	NINTENDO	3	6
4	GOLDENEYE	NINTENDO	2	36
5	STAR WARS: EPISODE I: RACER	LUCASARTS	5	4
6	STAR WARS: ROGUE SQUADRON	LUCASARTS	6	11
7	MARIO PARTY	NINTENDO	7	9
8	BANJO-KAZOOIE	NINTENDO	9	17
9	MARIO GOLF	NINTENDO	—	1
10	MARIO KART 64	NINTENDO	12	36
11	SUPER MARIO 64	NINTENDO	11	39
12	NFL BLITZ	MIDWAY	15	13
13	YOSHI'S STORY	NINTENDO	—	20
14	WWF WARZONE	ACCLAIM	14	14
15	COMMAND & CONQUER 64	NINTENDO	10	3
16	TUROK 2	ACCLAIM	13	13
17	SOUTH PARK	ACCLAIM	17	11
18	DIDDY KONG RACING	RARE	—	25
19	BATTLETANX	3DO	—	9
20	1080° SNOWBOARDING	NINTENDO	—	19

GAME BOY TOP 10

1 POKéMON

As if the ignominious fate of Ocarina of Time weren't enough, Pokémon Pinball takes another shot at Link on Game Boy by snaring the second spot. Even more startling is the simultaneous appearance of Pocket Pikachu at Link's heels. When will this madness end?

2 POKéMON PINBALL

3 THE LEGEND OF ZELDA: LINK'S AWAKENING

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON	NINTENDO	1	13
2	POKéMON PINBALL	NINTENDO	3	3
3	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	2	80
4	POCKET PIKACHU	NINTENDO	—	1
5	JAMES BOND 007	NINTENDO	4	20
6	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	5	84
7	KIRBY'S DREAMLAND 2	NINTENDO	—	54
8	GAME BOY COLOR	NINTENDO	—	1
9	FINAL FANTASY LEGEND 3	SQUARE	8	75
10	GAME BOY CAMERA & PRINTER	NINTENDO	—	1

MOST WANTED

1. POKéMON STADIUM (N64)
2. POKéMON YELLOW (GAME BOY)
3. POKéMON SNAP (N64)
4. DONKEY KONG 64 (N64)
5. JET FORCE GEMINI (N64)
6. DOLPHIN
7. POKéMON (GAME BOY)
8. POKéMON PINBALL (GAME BOY)
9. SUPER MARIO 64 2 (N64)
10. SUPER SMASH BROS. (N64)

Raymond Todde • Maple, Ontario

Alert the Rumor Mill!

I noticed something the other day—Link and Peter Pan are awfully alike! They both wear green, a glowing fairy hangs around each of them (Navi and Tinkerbell) and they both live in the forest with little kids who never grow up (the Kokiri and the Lost Boys). But there's more! Both of their arch-enemies wear earrings, and they both have to rescue a girl their age! Is there some kind of underground Nintendo-Disney conspiracy? Are you hiding something from us fans? We deserve to know!

Kevin Breakstone
Novato, CA

Does Peter Pan have a huge, evil-whooping sword strapped to his back? No, he doesn't. Has he ever nailed a flaming Keese on the wing at 30 yards with a slingshot? No way.

KO Typo

Just a note to give you guys a well-needed Knockout Kings correction. On page 103 of the October issue, Michael Spinks was listed as "the man who finally brought down Mike Tyson" when, in actuality, it was James "Buster" Douglas who first beat Tyson. Michael Spinks was knocked out by Iron Mike in 91 seconds of Round 1. Only Glass Joe in the original Mike Tyson's Punch-Out for the NES put up less of a fight. Just trying to keep the punches above the belt line...

Ben Hiltner
Farmington, MN

Boy, do we have ear...er, that is, egg on our faces. You're absolutely right, Ben. We somehow managed to mix up Buster Douglas and Michael Spinks. To make sure that we're still fit to write boxing game reviews, we're undergoing psychiatric evaluation right now and have temporarily had our license to play games in or around the city of Las Vegas suspended. On the plus side, Michael Spinks called our offices and seemed very, very pleased with the quality of our review. Go figure.

Suspicious Mind

Are your letters fake? They sure seem like it. And if the Jet Force Gemini twins are really twins, why are their eyes different colors? Maybe we should take this up with Rare.

Greg Mullen
Annapolis, MD

First of all, of course our letters aren't fake. Just ask longtime contributors W. Ario from Gamesville, FL and Mr. Nick Intendo from Linkoln, NE. As far as your second question goes, we're pretty sure the JFG twins are fraternal, not identical, which means that they have all sorts of different characteristics. Perhaps that explains how one twin can swim and the other fire-walk.

Ario Elami • Grosse Pointe Farms, Michigan

Brad Hansel • Akron, Ohio

WRITE AWAY RIGHT AWAY!

Now's the time of year to think up your New Year's resolution, and needless to say, this year merits a pretty big promise to yourself. We here at NP would like a favor: While you're thinking of a resolution for yourself, brainstorm up another one that you'd like to see Nintendo keep in 2000. We need guidance, so write in!

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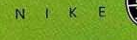

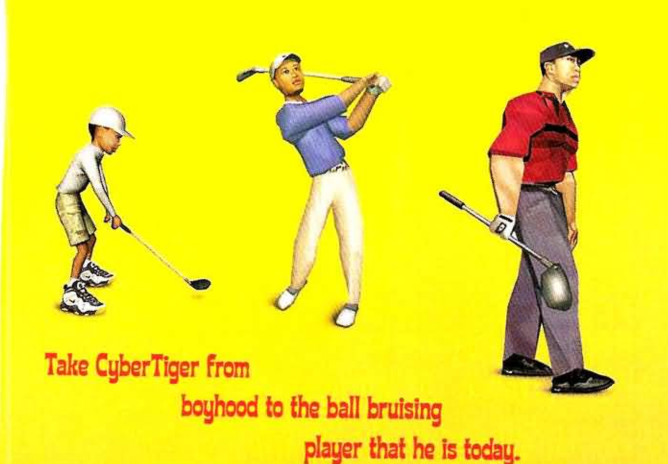

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WWF WrestleMania 2000™

Do you smell what THQ is cooking? In a matchup as anticipated as Stone Cold Steve Austin versus the Undertaker, the world's most popular wrestling federation finally smacks down with gaming's favorite wrestling engine.

NP: HOW IT RATES

TEEN T CONTENT RATED BY ESRB

If televised WWF matches offend you, the N64 version probably will, too. Its Teen-rated (T) content includes violence, optional bloodshed and objectionable themes and gestures.

Have a Nice Day with THQ

Maybe strange things happen at the end of a millennium. Shares of the World Wrestling Federation hit Wall Street! Mankind becomes a best-selling author! Ratings powerhouse *WWF Smackdown!* beats out Must-See TV! But don't blame the Y2K bug. The WWF is undeniably hot, and its future looks even hotter. Case in point: WWF WrestleMania 2000, THQ's four-player Y2K slamfest. Dumping its WCW license for the WWF, THQ has teamed the Federation with its popular grappling engine to make the Stone Cold Stunner more user friendly. Now pumped up with quick-fire combos and Titantron video intros, the WWF has become the instantly playable arcade experience wrestling fans have been thirsting for.

Developed by Aki, the company behind THQ's award-winning WCW games, WrestleMania 2000 offers four-player action and more superstars than any WWF game before it.

Exhibition Mode

This is no roody-poo game. WWF WrestleMania 2000 heaves the pay-per-view action out of the squared circle and into your living room without a call to your cable operator. Create your own belts then go to the mat in the game's quick play Exhibition Mode to compete for them.

You can compete against any combination of one to three human and CPU players to win your created title belts. The game even keeps track of the date of your win.

In addition to the Wrestle-Mania arena, the hit parade includes six of the Federation's most popular pay-per-view battle zones, like Sunday Night Heat.

Single Match

For any Exhibition scenario, including the Single Match, you can assign all competitors to CPU control so you can sit back and watch a fight unfold.

Tag Match

In a Tag Match, you'll control whoever's been tagged into the ring, while the CPU will control your pugnacious partner who'll be eager to lend an extra fist.

3-Way Match

The third Exhibition scenario is the 3-Way Match. The winner of the one-on-one-on-one bout is the first wrestler who manages to pin one of the other two opponents.

Cage Match

You can relive moments from Mankind's most infamous matches with the Cage Match setup. To scale the steel bars, walk toward the grating and tap the top C Button.

Winning Belts

Nothing completes a wrestler's outfit like a flashy, oversized, gold-plated belt to hold up your spandex trunks. A championship belt is the ultimate payoff for a wrestler's work, and you'll have six belt designs to accessorize with in WM2K. Once you've chosen a belt, you can name it and put it up for grabs in a title match.

WrestleMania 2000 is all about customizing the WWF to your liking. The game offers an assortment of belts that you can name and lay on the line in competition.

If you've saved your personalized belt to a Controller Pak, you can download it onto a friend's WrestleMania 2000 game and battle for the rights to wear it.

Superstars

Steve Austin

Stone Cold's arm and flying attacks earn a high Offensive Strength rating of a 4, so familiarize yourself with the Rattlesnake's punching and aerial repertoire.

The Rock

If you fight the Rock, know your role, which is to attack his legs. The Great One isn't so great with his defensive leg strength, but beware of his strong reversal skills.

Triple H

He became one of the year's most despised wrestlers, but Triple H's reunion with D-Generation X will win him support just as surely as his Pedigree will win him matches.

Mankind

Mankind's autobiography *Have a Nice Day!* recently debuted on best-seller lists, and his Mandible Claw is just as hard to swallow. Use it to choke and stun opponents.

Undertaker

Speed isn't one of the Undertaker's strong points, but strength is. When playing as him, generously use his simple but devastating moves like the Undertaker Punch.

Kane

Like his brother, the Undertaker, Kane is a slow-moving powerhouse. Keep the Big Red Machine up and running by relying on stationary, rather than charging, assaults.

Big Show

To close the curtains on the Big Show, stay on the move and out of his reach. Paul Wight may be strong and gigantic, but his endurance is weak and small.

Billy Gunn

Reunited with D-Generation X and New Age Outlaw partner Road Dogg, Billy Gunn also shines as a solo fighter—especially when you execute his trademark taunt.

Road Dogg

Beware of Dogg. The New Age Outlaw is a master of submissions. He's also one of the game's fastest wrestlers, making him the perfect foil for giants like Kane.

X-Pac

The DXer is a pro at aerial attacks. And while he's one of the swiftest and most agile wrestlers in the WWF, take occasional breaks to taunt since his endurance is weak.

Chris Jericho

What Y2J lacks in arrogance he makes up for in cockiness. To humble Jericho, lure him outside of the ring and use weapons on him, since he rarely will resort to using them.

Know Your Mode

The game may be called WrestleMania 2000, but that doesn't mean that THQ has overlooked the World Wrestling Federation's other main events. Bulging with enough beefy modes to keep any Jabroni busy, WWF WrestleMania 2000 includes a King of the Ring Mode, Pay-Per-View Mode and Royal Rumble Mode.

King of The Ring

In King of the Ring, you'll claw your way to the top of a round-robin ladder consisting of three to 16 competitors. The setup of each rung is up to you, so you can create a circuit mixed with single-player, multiplayer and CPU-only matches.

WrestleMania 2000 works well as a spectator sport, too. For any rung that doesn't involve human players, you'll have the option of watching the match.

You can put any of your created belts up for grabs in tournaments like King of the Ring, so you can reward the brawler who reaches the top of the ladder.

Pay-Per-View

Pay-Per-View Mode enables you to create your own WWF cable package, complete with a personalized event name, date and venue. The matchups are your call, and you'll have the freedom of scheduling multiple championships using your customized belts.

The WWF boasts as many events as Shane-o-Mac has schemes. To help you keep up, you can name your PPV event after the latest cablecast or something you've made up.

The beauty of PPV Mode is that you determine how ugly it gets in the ring by choosing the matchups and scenarios for your personal series of fights.

Royal Rumble

The marathon of single bouts, Royal Rumble is a battle royal in which up to 40 wrestlers rotate into a four-person war zone. A new wrestler will charge down the runway and into the ring as soon as one of the four is eliminated by a pin or ring out.

Four rumblers compete at a time. If your wrestler is eliminated, you'll play as the character who, ten seconds later, will barge in to replace your previous fighter.

Pin or throw your foes out of the ring to be the last fighter standing. At the end of the match, the game will tally how well your stable of rumblers fared.

Road to WrestleMania

For years, WrestleMania has been the mainstay of the World Wrestling Federation, and the enduring event is the heart of THQ's game. Road to WrestleMania Mode is the grueling route that'll get you there, but you'll have to survive a calendar of fights that has you competing in solo and tag team matches on a weekly basis.

Hit the Road, Jabroni

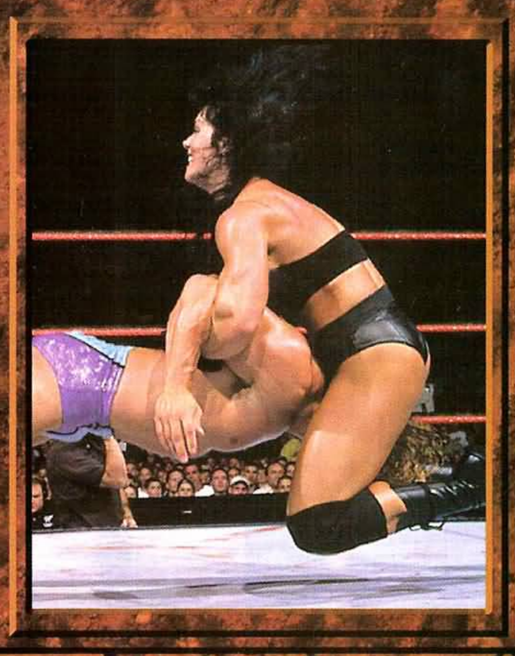
On the Road to WrestleMania, you'll play as one superstar (as well as your character's occasional tag team partner) and battle through a season of weekly fights. If you pin down enough wins, you'll win a place in the esteemed WrestleMania event.

As you attempt to travel down the road less pummeled, the game will keep track of your progress, calculating your wins, losses, draws and titles.

You'll participate in only one bout per week, but other matches will be going on during those seven days, too. At week's end you'll be able to view the results.

Surprise Matches

The WWF has always been unpredictable, so unscheduled challenges will pop up as you fight your way through title and nontitle bouts. Expect hidden characters like Mankind's alter egos, Dude Love and Cactus Jack, to emerge from the boiler room.



Superstars

Big Boss Man

If you're working as the Big Boss Man, don't employ aerial assaults. Cobb County's finest is stronger using arm attacks or his weapon of choice—the nightstick.

Farooq

Along with his Acolyte tag team partner Bradshaw, Farooq doles out powerful submission holds. To escape his grasp, stay light on your feet and play off the ropes.

Bradshaw

Of the two Acolytes, Bradshaw has the weakest endurance, so target him for the pin while your tag team partner distracts Farooq so he can't interfere with your hold.

Val Venis

Val works as hard to please the ladies as he does to defeat his rivals. So while his steamy entrance video comes off as corny, his flying attacks are no laughing matter.

Godfather

Give a red light to grappling with the Godfather, since he often retaliates by countering or reversing your moves with one of his expert submission holds.

Jeff Jarrett

If Debra's ringside antics don't stun his foes, then maybe a guitar to the head will. Jarrett stoops low, so keep him in line and in the ring if you fight him.

D'Lo Brown

Get high up when playing as D'Lo. The European Champion is a pro with aerial maneuvers, especially his trademark turnbuckle drop, the Low Down.

Ken Shamrock

His Ultimate Fighting win earned him the title of World's Most Dangerous Man, but Shamrock is also lethal because of his submission holds and use of lumber as weaponry.

Mr. McMahon

He's fought Stone Cold, but the owner of the WWF isn't first and foremost a wrestler, so all of his offensive and defensive attributes rank a bottom-of-the-barrel score of 1.

Shane McMahon

Straight off the "mean streets" of Connecticut comes Vince's son, a walking temper tantrum who compensates for his minimal defensive power with proficiency in submissions.

Mark Henry

Mark Henry's brawn pulls him through close-range fights, but his sluggishness and poor jumping ability make the "World's Strongest Man" weak in high-flying situations.

Superstars

Edge

When playing as Edge, use his Downward Spiral to drop rivals to the mat. When playing against the Gothic grappler, attack his head, the most vulnerable part of his body.

Christian

Edge's brother Christian is one of the smaller wrestlers in the Federation. His light weight allows him to excel at aerial moves, so keep him grounded by attacking his legs.

Gangrel

Though his teeth are pointed, his abilities are well-rounded. More balanced than his fellow Brood members Edge and Christian, Gangrel readily escapes and reverses most holds.

Jeff Hardy

As one half of the acrobatic, dynamic duo the Hardys, Jeff shares many of the same moves as his brother Matt. For an even two-player matchup, pit the two against one another.

Matt Hardy

After the Hardys mingled with Gangrel, they emerged with a more brooding look. Matt and his brother's fight style remained the same, though, so expect them to stay airborne.

Al Snow

As a top wrestler in the Hard-core division, Al Snow predictably will use plenty of weapons. If you make him draw a weapon from the audience, he'll grab his confidante, Head.

Hardcore Holly

Though he currently is competing as a tag teamer with his cousin Crash, Hardcore Holly is featured as a solo Hard-core wrestler, who'll use whatever weapon it'll take to win.

Edit Mode

Consider Edit Mode to be like Shawn Michael's Wrestling Academy, where you can train and create the identities and looks for wrestling upstarts. Edit Mode allows you to create wrestlers from the ground up, training them with moves from a bank of over a thousand maneuvers and dressing them with mix-and-match outfits and other physical attributes.

Profile

You can christen your character with first and last names and a stage name. You'll also be able to assign your creation a Titantron video intro.

Appearance

All wrestlers need a unique look, and Edit Mode enables you to vary your creation's build, face, hairstyle, clothing, accessories and color scheme.

Moves

WrestleMania 2K's preexisting superstars boast around 120 moves each, so you'll have a thousand-odd maneuvers to draw from when training your character.

Fight Style

You can determine your specialties. To allocate your fighter's 15 strength points, highlight an attribute, then tap the Control Pad left or right.

Droz

With a top hat on his head and Prince Albert at his side, pierced and tattooed Droz is one of the flashier fighters. He doesn't shine in leg power, though, so attack him low.

Prince Albert

Droz's tattoo artist is light on his feet despite his 325 pounds. If you're battling the Prince, lure him away from the turnbuckles, since he's a pro at aerial attacks.

Steve Blackman

Follow up the martial artist's signature move, the Guillotine, with another maneuver since Blackman's Special Attack won't leave rivals on their backs for a quick pin.

Thrasher

All characters have four outfits. To view their wardrobes, like Thrasher's kilt collection, tap the left or right C Button while viewing the wrestler's select screen.

How to Layeth the Smacketh Down

When it comes to moves, WWF WrestleMania 2000 flexes a lot of muscle. Featuring the superstars' signature moves and taunts, the game arms each wrestler with about 10 dozen maneuvers. And if you've ever played THQ's previous wrestling blockbusters, you'll know that the moves and characters always are programmed so they're easy to use.

Ready Moves

Though there are hundreds of moves, they'll all fit into a handful of categories. The most basic type is the ready move—a single-button action like a kick.

Grapple Moves

By pressing and holding the A Button you can apply a grapple move. Once you've tangled up your opponent tap another button to further your assault.

Ground Attacks

Button combos will do different things depending on the situation. If your rival is on the mat, a simple button tap can help keep your foe grounded.

Aerial Attacks

The characters have varying abilities, so familiarize yourself with your wrestler's jumping distance before attempting to perform an aerial attack.

Special Attacks

Based on THQ's established wrestling system, your brawler will have a power meter. At maximum power (Attitude) you can execute your Special Move.

Superstars

Chaz

Chaz earns the game's highest ranking of 5 in the Flying Attack department of Offensive Strength, so perfect his aerial moves like the Thump and Guillotine Leg Drop.

Mideon

Losing his soul to the Ministry, Dennis Knight was reborn as Mideon. Now in service of the Undertaker, Mideon specializes in submissions and reversals.

Viscera

Viscera's strength is overshadowed by his sluggishness, so take advantage of his downtime by squeezing in some Attitude-building taunts before he can throw a punch.

The Blue Meanie

To turn the Blue Meanie into the Black-and-Blue Meanie, occupy him with a barrage of quick hits and high-flying attacks so he can't tangle you up with his expert grapples.

Meat

Shawn Stasiak has since dropped his Meat moniker and the beefcake baggage that went along with it, but he still deals out carnage, butchering many with his Irish whips.

Brian Christopher

While Too Sexy's build isn't gigantic, his ego is and the Too Cool tag teamer will follow up many of his moves with the team's trademark posturing and strutting.

Scott Taylor

Known as Too Hot, Scott Taylor fights alongside Brian "Too Sexy" Christopher as the acrobatic team Too Cool, which is too perfect a match against the too, er two, Hardys.

Pat Patterson

It's been ages since Pat Patterson became the first ever Intercontinental Champion, but he can recapture his glory days as a playable, though fairly mediocre, character.

Superstars

Gerald Brisco

Like his buddy Pat Patterson, Brisco is a veteran wrestler. Both have been included as characters to rival Vince McMahon, their former associate whom they no longer respect.

Michael Hayes

Another peripheral character in the WWF, Michael Hayes sports average strength and basic moves, making him a handicap choice for experts looking for a challenge.

Chyna

In October, she became the first female Intercontinental Champion, and Chyna continues to prove she's the Ninth Wonder of the World with moves like her Low Blow.

Jacqueline

Jacqueline is a former WWF Women's Champ, and she's got the moves to prove it. Her finishing move, a heave-ho followed by a drop, will convince anyone who doubts her prowess.

Terri Runnels

Though she doesn't compete in the ring on TV, you can send Terri to the mat in the game. But like the other nonwrestling superstars, she'll have average abilities.

Tori

Once a timid fan, Tori has transformed herself into an aggressive fighter. Her repertoire of moves reflects her change, making her swift with the hits.

Ivory

For her finishing move, Ivory swings rivals around by their legs. As devastating as it is, the move is a risk since Ivory will take a dizzying fall after executing it.

Debra

Known for her puppies and not her wrestling ability, Debra is another WWF nonfighter who, accompanied by Jeff Jarrett, enters the ring as a playable character.

Big Show, Big Tricks

All's not fair in Raw Is War or any other World Wrestling Federation event, so playing dirty and using tricky maneuvers will keep your back off the mat. To score the pin, you'll need to balance your use of weapons, taunts, quick retaliations, Special Moves and other strategic actions, so know their roles. And that's the bottom line.

Special

Taunts fuel your Attitude Meter. When it displays "Special," press and hold A to grapple, then move the Control Stick to whip out signature moves like Mr. Socko.

Weapons

Hockey sticks, folding chairs and even Prince Albert's piercing kit are available as weapons. To grab them, walk toward the audience, then tap the top C Button.

Escape

To avoid getting double-teamed in a 3-Way Match, exit the ring as soon as both of your rivals focus on you. Return once they begin duking it out among themselves.

Tag Team Tactics

Both tag team rivals must be occupied. If you attempt a pin when your partner isn't busy with the other tag teamer, said opponent will interfere with the count.

Turnbuckle Bash

Work your opponents into a corner. Once you've whipped a foe into the turnbuckle, charge like a Brahma bull before your dazed target can retaliate.

Off the Ropes

When your opponent is ringside, play off the ropes. By bashing your opponent's head into them, you can knock your foe to the arena floor. Follow up with a dive bomb.

Slingshot Hits

Use the ropes to add power to your punch. By slinging yourself off them, you'll have momentum on your side helping you drop your opponent to the mat.

Ring Outs

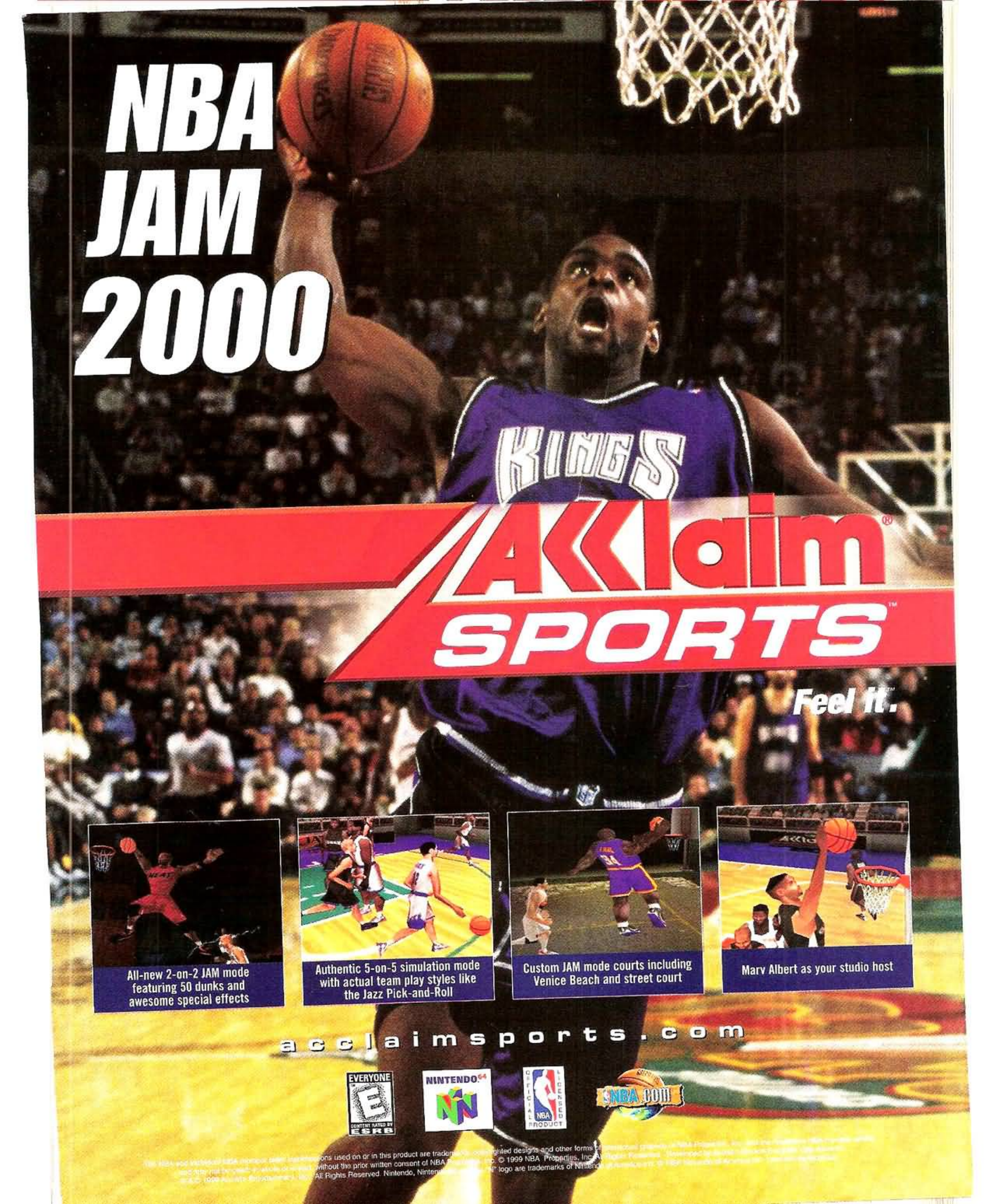
When fighting outside the ring, throw your opponent right before the 20-second deadline arrives. Quickly return to the ring to win by a count out.

First Moves

As soon as the match begins, come out swinging and attack with basic maneuvers. Avoid using grapples since your opponent will have enough energy to counter them.

Taunting

If your foe is outside of the ring, take advantage of your unrivaled time inside the ring to power your Attitude Meter with taunts so it nears Special Move status.



NBA JAM 2000
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All-new 2-on-2 JAM mode featuring 50 dunks and awesome special effects
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BLAST VISOR & HELMET

Protective gear for high speeds and hazards—explosions, lava, rockslides, high voltage attacks and more.

CPU

1.3 Ghz positronic chipset. Problem solves on the fly. Even designs and rides rollercoasters.

VISION SYSTEM

Hi-resolution 3D vision. Detects the finest details in full color. Perfect for painting, precision hurling and targeting.

TRACTOR BEAM

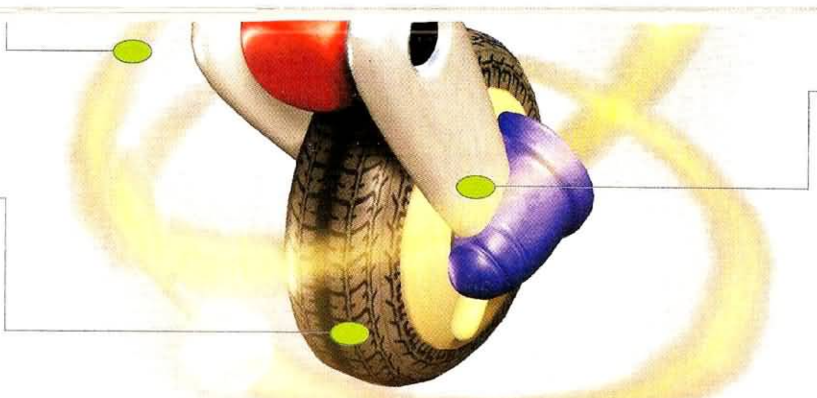
Fully functional beam — grab, swing, toss, freeze and crush small and large objects. Even toss sheep. Precision target and hurl feature.

GYRO ORBS

Advanced dual-orb balance. Superior guidance in high, narrow, even teetering places.

POWER SUPPLY

On-board Frigid Fusion Reactor. No refueling or recharging necessary.



IF YOU THINK HE IS FULLY LOADED WAIT UNTIL YOU SEE THE AMUSEMENT PARK.

Rocket is the most advanced amusement park robot ever made. He's ready for anything. Well, almost. Now all the tickets are stolen, the walrus is gone, a raccoon is dismantling everything, and the greatest park in the universe must open tomorrow! Fasten your seat belts it's gonna be the ride of your life.

EVERYONE E CONTENT RATED BY ESRB

Disney · PIXAR TOY STORY 2™

Buzz Lightyear to the Rescue!

The toys are back in town! Activision's Toy Story 2 for the N64, based on Disney's holiday release, follows Buzz Lightyear's quest to rescue his buddy, Woody, from an evil toy collector who has stolen the cowboy.

To Infinity and Beyond

What's a toy to do? Woody, one of Andy's favorite toys, has gone and gotten himself stolen by Al, of Al's Toy Barn, a greedy toy magnate and collector who knows the value of a rare toy. Al, the capitalistic toy hoarder, has been looking for Woody for years. He wants to complete his collection of toys from the "Woody's Roundup" TV show so he can sell it to a museum. Woody is the favorite character of kids like Andy—finding one in good condition is rare. Buzz Lightyear, Woody's pal, springs into action to get Woody back to Andy's toy box where he belongs. Buzz has to venture into the world outside Andy's Room to earn Pizza Planet Tokens that let him advance to other levels. Rex, Hamm, Slinky, Mr. Potato Head and many other toys show up along the way to help Buzz gain the power (and the Pizza Planet Tokens) he needs to stop Al before Woody and a posse of wild west toys become museum exhibits.

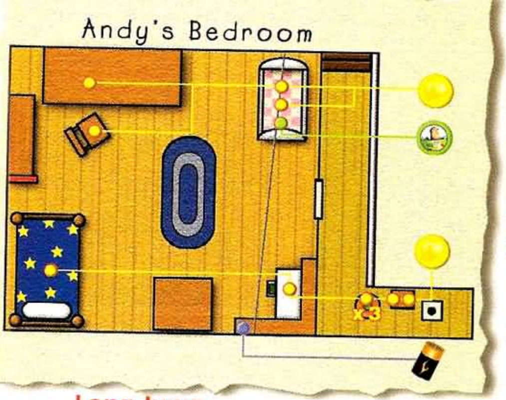
Toy Box

Andy's favorite toys are hanging out on nearly every level of the game, waiting to give Buzz advice, tokens and items to help him in his quest. Other items, including extra lives and batteries for energy, are also scattered through the levels.

Zone One

Level 1: Andy's House

Buzz's search for Woody starts here, in Andy's House. Buzz needs to explore the house, learn all of his special moves, find items and earn Pizza Planet Tokens in order to advance to the next level. Unfortunately, there are some bad toys who try to get in Buzz's way. Coins with Woody's picture indicate level objectives that you must complete to move on.



Visor View

The R Button turns on Buzz's visor view, allowing him to target enemies more effectively. When the enemy is above Buzz's head or far away, the visor view comes in handy.

What a Pushover

Sometimes Buzz will have to toy with the objects in the environment in order to reach another part of the level. Push the big red book onto the floor, then climb up the book to the bed.

Long Jump

Buzz jumps with the A Button. Jump across to the dresser, then jump again in the middle of the jump to go farther. The same button combo will help Buzz jump higher if used from a standing position.

Cradle Glide

From the top of the high shelf, jump up in the direction of the zip line to make Buzz catch it automatically. Glide down to the cradle then let go with the A button or wait to be dropped off at the end of the line.

Toys in the Attic

Buzz can climb up to the attic by shinnying up the plant, jumping across to the table, then jumping to the string and climbing up. But first visit Rex, who is just beyond the table, for some enlightening information.

Big Push

Buzz needs to push the box over to the tipped shelf. Someone has thoughtfully put a red and blue guide-line on the floor to help. Follow the lines, push the box up to the shelf, then climb up the box.

Robot Attack

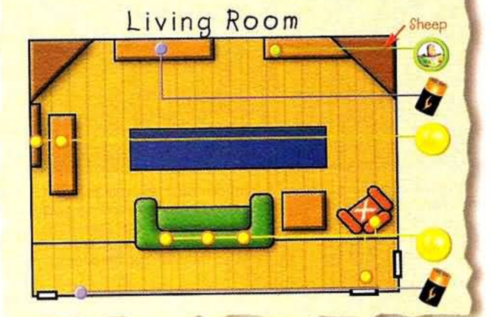
The robot on top of the boxes in the middle of the room is a tough toy. Learn the spin attack (bottom C Button) to short circuit the bad 'bot. The robot will sometimes pause and bend over. That is the best time to attack. The reward for beating the bot is a Pizza Planet Token.

Stranded Sheep

Climb way up to the rafters, starting at the box that you pushed. At the far end is a sheep. Bo Peep has lost that sheep and doesn't know where to find it.

Treasure Hunt

A bunch of coins is scattered around the rest of the attic, mostly on top of boxes. Climb up the boxes to pick up the treasure.



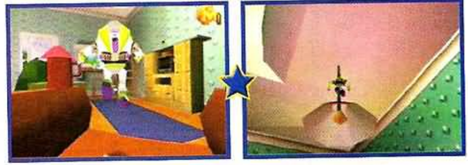
Get Energized

A tempting battery is sitting at the end of the banister. In order to get it, Buzz has to carefully walk down the entire banister.

Coin Collector

Hamm is on top of the couch in the living room. He will ask Buzz to bring him 50 coins, offering a Pizza Planet Token in return.

Chair Lift



Some flashing green arrows point toward the cushion on the easy chair next to the couch. Jump up then press the bottom C Button and A when landing to stomp down on the cushion. This will automatically send Buzz flying across the room and onto a ledge.

Lost and Found

Mr. Potato Head is always losing his parts. His ear is on the bookshelf under the ledge Buzz bounces to from the chair.

Shelved Sheep

From the shelf with the ear, jump across the furniture to a ledge on the opposite side of the room to find a sheep.

Scale New Heights

Travel across the counters and several appliances until Buzz reaches the top of the cabinets. Push the scale down and use it to bounce.

Little Bo Peep

Bo Peep's five sheep have deserted her, and she will reward Buzz with a Pizza Planet Token when he returns them to the kitchen table.

Cosmic Shield

The Cosmic Shield, a reward for finding Mr. Potato Head's ear, will protect Buzz from the all-too-common icky slime on the floor.

Robot Blast

The robot on the shelf will try to push Buzz off. Use Buzz's laser from the bottom shelf to take the robot out before jumping across.

End of the Line

Grab the zip line and glide over to the stranded sheep on the shelf. The line will deposit Buzz in just the right place.

Pizza Planet Push

Once Buzz makes it over to the far shelves, he will need to push the boxes down the guidelines. Push the third box off the shelf, climb up the third box, jump over to the others and up to the Pizza Planet Token.

Ceiling Safety

Jump from light bulb to light bulb to pick up coins and get safely back to the other side of the room.

Basement

Sheep

Blade Runner

Patience keeps Buzz a happy toy here. Avoid the saws. Merely brushing against them will cause Buzz damage.

Cool Runnings

RC Car is waiting in the garage to challenge Buzz to a few laps around the minivan. Cut corners and jump to increase Buzz's speed and beat the car.

Level 2: Andy's Neighborhood

Buzz climbs a tree, slides down a clothesline, rescues army men, and hangs out poolside in this level. Each yard has its own unique features, including a tireless old car and a washing machine in one particularly appalling yard, and a swingset, tree swing and a pool Buzz is too heavy to swim in another more child-friendly, one. What sort of neighborhood is this?

Front Yard

Army Man

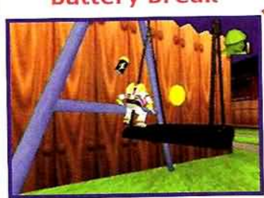
Back Yard

Army Man

Soldier Stomp

Stomp near the holes in the yard when a soldier pops out. When all of the holes are smoking, the first soldier will surrender to Buzz. A commander on the steps will reward Buzz with a Pizza Planet token when five soldiers are returned to him.

Battery Break



A battery is floating on the swing set. Jump over from the lower swing to get an energy boost.

Swinging Soldier

On the way over to the tire, Buzz can collect another soldier on the second swing on the swingset.

Car Crushin'

The pesky little futuristic bumper cars are most effectively handled with a well-timed stomp. Use the bottom C and A Buttons to flatten these annoying cars--the laser takes much longer and leaves the cars free to bump into Buzz and cause him damage. Be sure to grab the coin after the car goes boom.

Rocket Boot Racing

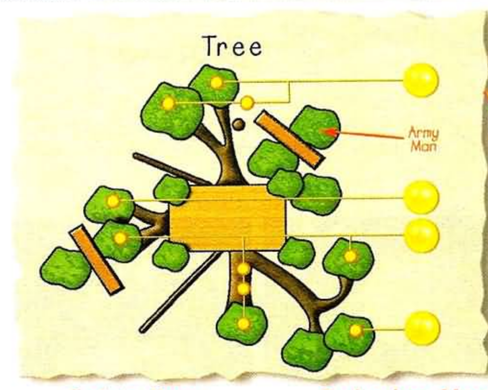
Buzz has another opportunity to race RC Car, but he'll never win until he earns the rocket jet boots from Mr. Potato Head in the Toy Barn level.

Not-So-Quicksand

The quicksand pits will slow Buzz down, making it easier for the bad toys to have a crack at him. It's important to keep jumping over the sand, or Buzz will get slower as he sinks lower.

Up to the Tree

From the swing set, jump on top of the tire and catch the rope it hangs from. Venture up the rope and enter the challenging tree area, where falls are hard to avoid and timing is everything.



Greedy Pig

Right at the top of the rope, turn Buzz around to meet Hamm, as money-grubbing as ever. His offer of one Pizza Planet token for 50 coins stands.

Military Branch

Several branches higher is a soldier sending up flares just beyond a wooden plank stuck up in the tree.

Safety Rope

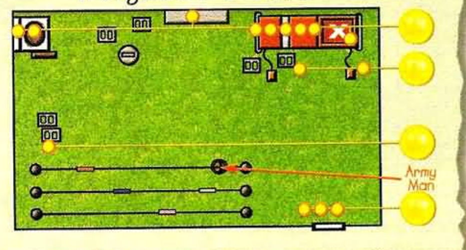
Far up in the tree is a rope. Grab the rope and ride it down to the ground to create a shortcut back up the tree.

Swinging Along

The last swing in the tree is a doozy, requiring a double jump to reach the rope and good aim to land on the leaves.

Go Fly a Kite

The Zurg Kite is best defeated with a combination of laser and spin attacks. Shoot the laser to bring the kite down, then spin into the kite once it's level with Buzz. The kite sways in the wind, however, making this quite hard. Having a few extra lives in store wouldn't hurt.

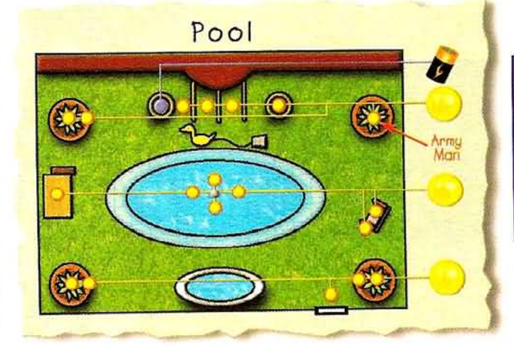


Jacked Up

The car is up on jacks. Stomp the red pedals to lower the car, then jump up on the car and collect some coins. Stomp on the trunk to be flung over to the washing machine.

Basket Case

Push the plank from the washing machine, then climb up and over to the clothesline course. Jump from line to line avoiding clothes until Buzz joins an army man in the clothes basket.



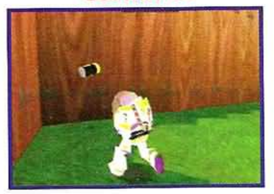
Rubber Ducky, You're the One

Jump up and down on the pedal until the ducky inflates and pops itself into the pool. Jump over to the ducky and stomp on its cheerful, yellow back until Buzz rebounds high enough to snag the Pizza Planet token.

Level 3: Bombs Away!

The toy plane is a very tough opponent, and its attacks are difficult to duck. Have an extra life or two tucked away before entering this level (you can enter and exit levels at will, so go back to the previous levels to collect Buzz Coins). Use the visor view (activated by the R Button) to shoot the menacing toy plane and bring him down to earth. What happened to these other toys to make them so evil?

Cornered



The level has batteries conveniently located in the corners that can be used when Buzz's power level starts dipping. Don't gobble them all up at once. Savor them.

Plane and Simple

The only way to hit the mean ol' toy plane is to use the visor view and target the plane carefully. The Z Button will give Buzz help with aiming, but the plane moves out of range very quickly.

Grounded

It takes several hits to knock the plane out of the sky. Unfortunately, staying still to use the visor view means the plane has an easy shot. Make good use of the batteries, and keep a few extra Buzzes in reserve. After a few good zaps with the laser, you'll finally ground the plane.

Buzz Is Off

Toy Story 2 has 15 levels and several bosses, including Buzz's arch enemy, the Evil Emperor Zurg. It's not always possible to earn every Pizza Planet Token on every level right away. Sometimes, an item needed to finish a task won't be earned until three or four levels later. Go back and forth through the levels until you have collected every Pizza Planet Token.

Zone Two

Construction Yard

There are switches at three different levels on the building that's under construction. Flip them to turn on an elevator shortcut.

Alleys and Gullies

To get the Pizza Planet Token on the trash can, go up the fruit stand, across the shelves, and turn on the fan. Climb up the boxes and ride a balloon to the token.

Slime Time

The slime boss is easy as long as it doesn't get a chance to attack. Aim carefully and keep shooting at the squishy fiend until it blows up.

Zone Three

Al's Toy Barn

Slide down the line in the middle of the store and drop onto the checkout counter. Get Mr. Potato Head's arm and give it to him, then he will give Buzz the rocket boots.

Al's Space Land

Push a box over to the mobile, then jump onto it. Travel the entire length of the mobile and jump over to a hidden area.

Toy Barn Encounter

Shoot the big ship to make it drop a few bad toys onto you. Shoot 'em. Repeat until only the big ship remains. Shoot s'more until the big ship goes bye-bye.

ASTEROIDS ROCKS!

Exciting multi-player modes including co-op and death-match

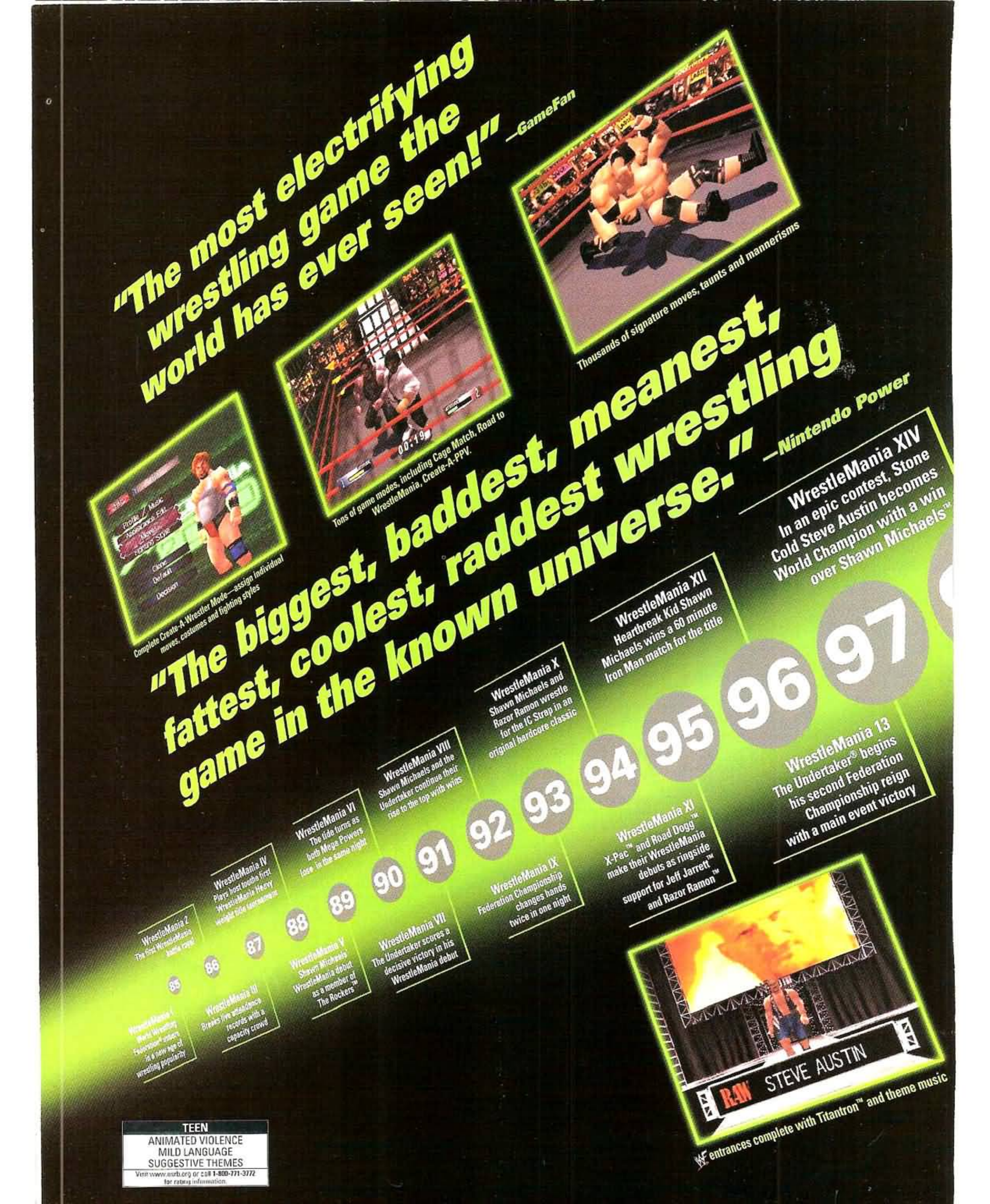
Incredible graphics in 640 x 480 mode

More than 90 levels in 6 zones

Dozens of impact shields, power-ups and wild card weapons

ACTIVISION.

CRAVE ENTERTAINMENT



"The most electrifying wrestling game the world has ever seen!" —GameFan
Complete Create-A-Wrestler Mode—assign individual moves, costumes and fighting styles
Tons of game modes, including Cage Match, Road to WrestleMania, Create-A-PPV.
Thousands of signature moves, taunts and mannerisms
"The biggest, baddest, meanest, fattest, coolest, raddest wrestling game in the known universe." —Nintendo Power
WrestleMania XIV
In an epic contest, Stone Cold Steve Austin becomes World Champion with a win over Shawn Michaels™
WrestleMania XII
Heartbreak Kid Shawn Michaels wins a 60 minute Iron Man match for the title
WrestleMania X
Shawn Michaels and Razor Ramon wrestle for the IC Strap in an original hardcore classic
WrestleMania VIII
Shawn Michaels and the Undertaker continue their rise to the top with wins
WrestleMania VI
The tide turns as both Mega Powers lose in the same night
WrestleMania IV
Plays host to the first WrestleMania Heavy weight title tournament
WrestleMania 2
The first WrestleMania battle royal
85 86 87 88 89 90 91 92 93 94 95 96 97
WrestleMania I
in a new age of wrestling popularity
WrestleMania III
Breaks live attendance records with a capacity crowd
WrestleMania V
Shawn Michaels' WrestleMania debut as a member of The Rockers™
WrestleMania VII
The Undertaker scores a decisive victory in his WrestleMania debut
WrestleMania IX
Federation Championship changes hands twice in one night
WrestleMania XI
X-Pac™ and Road Dogg™ make their WrestleMania debuts as ringside support for Jeff Jarrett™ and Razor Ramon™
WrestleMania 13
The Undertaker® begins his second Federation Championship reign with a main event victory
RAW STEVE AUSTIN
entrances complete with Titantron™ and theme music
TEEN
ANIMATED VIOLENCE
MILD LANGUAGE
SUGGESTIVE THEMES
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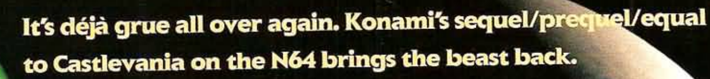
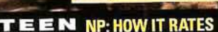


It's déjà grue all over again. Konami's sequel/prequel/equal to Castlevania on the N64 brings the beast back.

Castlevania® Legacy of Darkness™

The Expansion Pak delivers high-res horror. The targeting system and camera control are vastly improved over the original. These improvements alone merit a closer look, and Legacy of Darkness offers much more than a glorified regurgitation of last year's Castlevania debut. New environments, new characters and an epic storyline will suck you in.



TEEN T CONTENT RATED BY ESRB

NP: HOW IT RATES

Frightening scenes and elements of gruesome gore earned this game a T (Teen) rating by the ESRB.

Cornell the Warewolf

Legacy of Darkness features four very different quests, but you won't even get the chance to explore the storylines behind Henry, Carrie and Reinhardt until you've played through the game with Cornell, who exists eight years before the events of the first Castlevania. One of the last remaining man-wolf hybrids walking the earth, Cornell must track down his kidnapped sister.

Cornell has two main attacks: a claw swipe and a projectile energy scythe. While he can use Red Jewels to throw secondary weapons like the Axe or the Cross, the jewels also have a new function. When you press the L Button, Cornell will transform into his wolf state, in which he'll be faster and more powerful until his jewels run out.

Tools of the Trade

As far as common collectibles go, you'll find that nothing has changed from the first N64 incarnation of Castlevania. You'll discover the same special weapons and useful items left behind when you destroy torches, vases, candelabras and any of the various ghouls and creatures. Anything and everything you find will help spur you on your quest, so use this key to locate them all on the succeeding maps.

Special Weapons

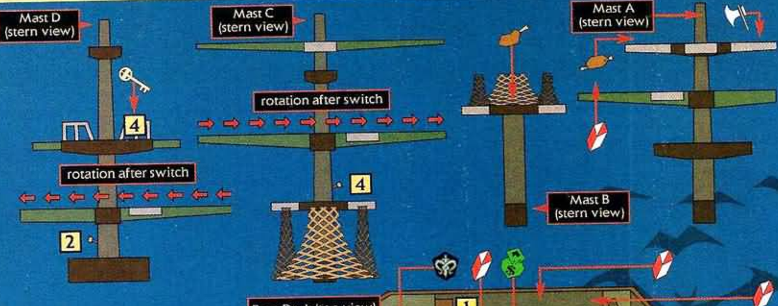
Secondary weapons use up jewels, and the more of one weapon you collect, the more bang you'll get for your buck.

Items to Find or Buy

Pick up everything you see, because you need it all. Food refills your health, Purifying Crystals and Cure Ampoules can counteract poison or vampirism, and the Contract calls Renon.

Foggy Lake

Once Cornell returns to the burning village and discovers his sister is trapped in Dracula's Castle, he sets out across Foggy Lake on a decrepit galleon. As it sails toward the Forest of Silence on the far bank, he has to contend with plenty of waterborne freaks.



1 Deep-Six the Fishmen

Fishmen will immediately leap onto the deck from the fog-shrouded waters, so try out Cornell's powers on them. Once they're gone, a step will let you access the upper deck.

2 Time to Tack

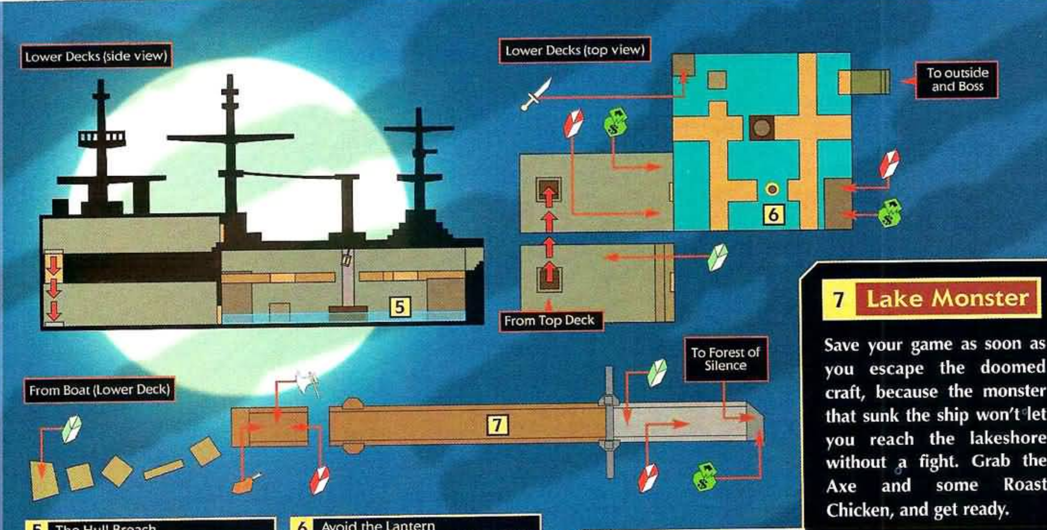
There are no sails on the ancient vessel, but you'll have to swivel the mast anyway if you want to reach higher sections of the rigging. Pull the lever and climb up.

3 Walk on Air

You may remember this trick from the first Castlevania. If you spy an area you can't reach, search out the nearby footing to find an invisible bridge you can cross.

4 Find the Deck Key

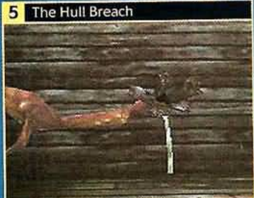
Swiveling the second mast will give you access to the highest boom of Mast D, where the Deck Key is hidden inside a torch. Grab it and head back down to go belowdecks.



7 Lake Monster

Save your game as soon as you escape the doomed craft, because the monster that sunk the ship won't let you reach the lakeshore without a fight. Grab the Axe and some Roast Chicken, and get ready.

5 The Hull Breach



As you enter the lower holds, an enormous creature in the water outside will attack the ship. Water will begin to fill the hold, so you'll have to seek higher ground.

6 Avoid the Lantern

As you ascend the narrow planks, dodge the lantern that swings violently with every pitch and yaw of the sinking ship. If you time your jump right, you'll be fine.

If you let the monster get you in its scaly grip, you'll take a beating, so be sure to jump over its sweeping hand.

As you do more and more damage, the creature will knock out sections of the walkway. Don't fall through or you'll be done.

Forest of Silence

The Forest of Silence seems familiar, but remember that Cornell is exploring a part of Transylvania that Carrie and Reinhardt won't even see until eight years later. Don't make the mistake of thinking you're in familiar territory or you'll get lost. Although the topography of the land and the route of the toxic river look the same, your journey will be very different.

1 Scare off the Skeleton

Speaking of familiar sights, your old pal, the Skeleton Boss, makes an immediate appearance in the forest, and you'll have to shake its bones to foil it for the time being.

2 The Saint's Pointer

A statue of a saint stands in the middle of the next clearing, and the inscription tells you all you need to know. Follow the statue's arm to continue your quest.

3 Fight at the Switch

Pull the first switch to open the far gate. When you do, the platform you crossed will descend, leaving you trapped with a hulking beast. Defeat it, then move on.

4 Raise Both Platforms

To cross over the shallow pit, you must pull both switches and raise two platforms. Hurry up and cross both of them, because they'll descend after a few seconds.

5 Unsteady Footing

Once you open the third gate and return, be careful crossing the narrow bridge over the toxic river. It'll crumble when you set foot on it, so try to stay airborne.

6 Wolf vs. Wolf

A wolfman will challenge you in a cul-de-sac with high rock walls, and you must defeat it to raise two ramps on the side walls. That might be a good time to transform.

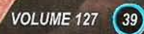
7 The Last Switch

The means to open the final gate is on an island in the river at the bottom of a series of small platforms. Watch your step as you descend—the water is lethal.

8 Skeleton Boss

The big skeleton is back. When you see it start crackling with electricity, watch out! It'll leap at you and send shock waves along the ground.

Stay out of the range of its toxic breath and keep blasting away at the army of skeletons it raises. You shouldn't have much trouble laying it to rest.



Castle Wall and Towers

The Castle Wall is laid out almost exactly as you remember from Carrie and Reinhardt's adventures, but Cornell will have to do a bit more legwork to find a way through. You'll still have to climb both towers, negotiating rotating spiked platforms, behemoth guillotines and fire-spewing dragon heads all the way. Save whenever you get the opportunity, because it's a long way back to the bottom.

Cornell's Paths

Cornell has to go up and down the towers a few times, so we've laid out his three paths chronologically to make the most direct route a little clearer.

1st Path

2nd Path

3rd Path

1 Take a Fall for the Sun Card

There's a Sun Card hidden in a torch directly above the doorway you enter through, so make your way up the platforms until you're above it and then jump down to grab it.

2 Time the Spikes' Spins

The spike platforms rotate erratically between safe and unsafe, so watch the pattern until you're positive you can jump safely. If you get hurt, you'll fall all the way.

START

END

From Forest of Silence To Courtyard and Villa

3 Switch On the First Mechanism

At the top of the tower, pull the lever to activate the mechanism that opens the first gate. With that done, carefully descend through the shattered floors.

4 Find the Winch Lever

Down near the bottom of the central area, a dragon head guards what looks to be an abandoned stockroom. On the shelf next to the sacks is a Winch Lever you'll need.

5 Defeat the Twin-Headed Serpent

You may have to use a Sun Card to enter the Sun Door at the second tower's base. Once you're in, ascend and defeat the familiar beast guarding the gate mechanism.

6 Back to the Top

After you defeat the snake heads, activate that mechanism and head back up the other tower. Yank on the lever to open the gate down below, letting you advance.

The Courtyard, Villa and Garden Maze

The Castle Wall gives way to another familiar area, but things are slightly different here as well. Not only has the garden maze expanded to include a slew of new pathways, but the puzzles around the area are completely changed from Carrie and Reinhardt's experience. Keep your eyes open and your claws sharp.

Renon's Contract

Roast Beef 3,000	Purifying 500
Chicken Leg 2,500	Cure Ampoule 200
Healing Kit 4,000	Sun Card 300
	Moon Card 500

Everyone's favorite demonic grocer, Renon, is plying his trade in Cornell's time as he was in Carrie and Reinhardt's. You'll find his prices pretty unreasonable, but he's the only deal in town.

1 Cerberus Hounds

Waves of multiheaded dogs attack you outside the Courtyard gates, and each pair is stronger than the last. Try to keep your distance as you hit them with energy blasts.

2 The Fountain's Peak

Reinhardt and Carrie had to wait until midnight to climb to the top of the fountain. Cornell must instead press switches on each gravestone to raise the platform.

To Villa
Storeroom
To Maze
Archives
To Maze
Rose Garden
From Courtyard
From Castle Wall and Towers

3 The First Half of the Crest

Enter the villa, then take an immediate right to enter the garden maze through a back entrance. Atop a high stairway, break a torch to find one half of a crest.

4 Find the Rose Garden Key

If you explored the villa, you'll know the rose garden is locked. Find the key in a small alcove in the garden maze, then head back to the villa for a morning surprise.

5 A Delivery at Dawn

If you're in the rose garden when the sun breaks at 6:00 A.M., you'll see a sparkle among the flowers. It's the Thorn Key, which will open gates within the garden maze.

6 Not a Drop to Drink

The villa's curator is parched, but his wife has good reason to deny him a drink—he wants a real bloody Mary. Dispose of Gilles, then talk to Mary to learn about her son.

7 Save Henry

Find Mary's son in the garden maze and follow the red arrows on our map to lead him to safety. Don't let him lag too far behind or Frankenstein will catch up to him.

8 Replace the Rose Brooch

The Thorn Key unlocks an area in the garden maze that holds the Rose Brooch. Put the brooch in the top of the courtyard fountain to get the second half of the crest.

9 Obtain the Copper Key

When you inform Mary of Henry's safety, she'll be so grateful that she'll make you a present of the Copper Key. Use it to unlock a door leading to the garden maze's exit.

10 Use the Crests

When you put both halves of the crest together on the door, it'll unlock and give way to a passage leading underground. Save your game here—a vampire duel is coming up.

The Garden Maze

From Villa

Vampire Gilles
Leads to Outer Wall

Henry's Escape Route

Copper Door

From Villa

Rose Brooch

11 Gilles de Rais

The ancient creature known as Gilles de Rais won't throw anything too terrifying at you, so just stay out of his reach and keep firing energy bolts.

Once you've handed the vampire a temporary defeat, he and Actrise will let a few more pieces of Cornell's story out into the open. Listen carefully...

Onward and Upward

We've only started you on your quest—Cornell still must scale the towers to Dracula's lair and defeat him to save his sister. And that's just the beginning. Eight years after Cornell, you'll go on a children-saving mission with a grown-up Henry. And after that, Carrie and Reinhardt are waiting in the wings...

When we last left the Kong clan, DK and Diddy had finished their rumble in the jungle and were ready for the next challenge. This month, we'll take the other Kongs into the heart of darkness—but first you'll have to free them in the next two levels.

DONKEY KONG® 64™

Part 2

Sometimes you have to take two steps forward and one step back. That's certainly the case with Rare's five-character, eight-world ape extravaganza. Don't worry though, there are plenty of new things to see when you revisit an old level with different Kongs. Only Tiny can access the hidden worlds behind keyhole-sized doorways. Lanky's no-slip grip can take you up treacherous slopes with ease. When brute strength is the only solution, Chunky's furry fists of fury can open new doors—or at least knock them down. When all five Kongs are free and on the prowl, you can go just about anywhere.

With five Kongs in tow, you will find your adventure more fun than a barrel of monkeys. Actually, it will be exactly as much fun as a barrel of monkeys. The Tag Barrel will become a veritable Swiss Army Knife of simian skills and primate possibilities.

Most apes would prefer to stay in their lowland jungle habitat but not DK. He's just as happy on the factory floor or in the arid desert. You may want to bring a sleeping bag on this adventure—there are seven more locations to scour for bananas.

JOURNEY BACK TO THE JUNGLE

Once you've rescued Lanky, Tiny and Chunky from the Kremling lockup, head back to the scene of your first victory against K. Rool. You'll find the jungle has more to offer than you first thought, including 15 Golden Bananas that you'll add to your total. Many of the objectives require cooperation among the Kongs, so keep those Tag Barrels a-hoppin'.

LANKY'S CHECKLIST

- ☐ See Cranky about the Orangstand
- ☐ Pound the Lanky Switch near the Lab
- ☐ Find and return Snide's Blueprint
- ☐ Use the Orangstand to reach a Bonus Game
- ☐ Shoot the Grape Switch and play a Bonus Game
- ☐ Change to Diddy to shoot the Peanut Switch
- ☐ As Lanky, hit the pegs and defeat bees

TINY'S CHECKLIST

- ☐ Visit Funky for the Feather Bow
- ☐ Shoot the Feather Switch and play the Bonus Game
- ☐ See Cranky for the Mini-Monkey move
- ☐ Pound the Tiny Switch
- ☐ Find and return Snide's Blueprint
- ☐ Shrink and jump off the mushroom
- ☐ Get tiny and go into the shell

CHUNKY'S CHECKLIST

- ☐ Get the Hunky Chunky from Cranky
- ☐ Buy the Pineapple Launcher
- ☐ Toss the rock
- ☐ Pound the X on the ground
- ☐ Find and return Snide's Blueprint
- ☐ Shoot the left eye and continue
- ☐ Lift the boulder and hit the switch
- ☐ Hop in the Chunky Barrel–play the Bonus Game

ANGRY AZTEC

The sun-bleached remains of an ancient civilization hold many secrets for the Kongs to uncover, but don't expect the Kremlings just to bury their heads in the sand while you tour the temples. Tiny and Lanky are out there somewhere, languishing in primate prisons. Candy can give you the musical might needed to rescue them.

Trek to the Temple

K. Lumsy's premature celebration of freedom has unsealed the mysterious templelike structure high above Kong Island. Flip up the rock face then climb to the vines that will take you to the front steps. The Bananaporter will make your return trips a lot easier.

AZTEC ATTRACTIONS

KEY
- Bananaporter
- Tag Barrel
- Junction Point

TINY'S TEMPLE
CRANKY'S LAB
SNIDE'S HQ
CANDY'S STORE
FUNKY'S STORE
LLAMA TEMPLE
START
SWITCH TEMPLE

Tiny's Temple Interior

Llama Temple Interior

DK'S CHECKLIST

- ☐ Get the Bongo Blast from Candy
- ☐ Open the Guitar Gazump Door with Diddy
- ☐ Get the Strong Kong from Cranky
- ☐ Free the llama
- ☐ Free Lanky in the llama temple
- ☐ Navigate the sand tunnel
- ☐ Feed the revolving tower with Diddy
- ☐ Enter the switch temple
- ☐ Find and return Snide's Blueprint

DIDDY'S CHECKLIST

- ☐ Get the Guitar Gazump from Candy
- ☐ Open the Guitar Gazump Door
- ☐ Free Tiny Kong
- ☐ Get the Rocketbarrel Boost from Cranky
- ☐ Find and return Snide's Blueprint
- ☐ Use the Chimpy Charge on four gongs
- ☐ Pound the Diddy Switch and feed the revolving tower
- ☐ Enter the switch temple
- ☐ Fly through the tower's top and race the buzzard

TINY'S CHECKLIST

- [ ] Get the Saxophone Slam from Candy
- [ ] Get the Mini-Monkey from Cranky
- [ ] Get the Feather Bow from Funky
- [ ] Shrink and enter the aquatic tunnel
- [ ] Find and return Snide's Blueprint
- [ ] Slam the switches in the llama temple
- [ ] Shrink and fly up to the slide race
- [ ] Enter the switch temple

LANKY'S CHECKLIST

- [ ] Get the Trombone Tremor from Candy
- [ ] Get the Grape Shooter from Funky
- [ ] Blast the buzzard
- [ ] Get the Orangstand from Cranky
- [ ] Raise the dragon heads in the llama temple
- [ ] Play the memory game
- [ ] Enter the switch temple
- [ ] Find and return Snide's Blueprint

CHUNKY'S CHECKLIST

- [ ] Get the Triangle Trample from Candy
- [ ] Get the Pineapple Launcher from Funky
- [ ] Get the Hunky Chunky from Cranky
- [ ] Arrange the giant vases
- [ ] Enter the rotating room
- [ ] Use the giant boulder to lift the cage
- [ ] Enter the switch temple
- [ ] Find and return Snide's Blueprint

DIDDY STARDUST

There is much to explore on this level, but you'll need to open up an important doorway before you get much further. Let Candy work her musical magic on Diddy. Then send him to the top of the llama's cage. Rock out on the Guitar Pad to break through the tunnel entrance.

HOT GUITAR LICKS

The ice block in the middle of the room is actually a pool—you just need to turn up the heat a little with some power chords. Flip up the statue tongues then hit the Peanut Switch from long distance to make a walkway appear. You'll find a Guitar Pad on the other side.

LLAMA'S LAIR

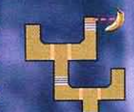
A notable local llama has lost his freedom, and that DK cannot abide. Find the temple with the drooling draft animal's portrait on the door then take off for a round of Barrel blasting. Hit the DK Star to make a Coconut Switch appear above the llama temple door.

THE MISSING LANKY

There's a pool of poison water between DK and Lanky's cell. A little llama spit should remedy the situation, though. The sound of Bongos will inspire the music critic lurking inside the furry beast. When the water turns blue, take a dive down to the underwater door.

SWITCH TEMPLE TOURS

Each Kong must enter the temple near Funky's Store through a different door, but you'll find their experiences inside eerily similar. Make your way to the end for a Bonus Game, get the Golden Banana, then follow the angry advice of the disembodied voice.



HEAD-SPINNING TASK

How about celebrating Lanky's newfound freedom with a memory game? In the llama temple, shoot the Grape Switch at the top of the big stairs to open the doors. Stomp the Lanky Switch inside the room to start the heads spinning then shoot them in pairs based on sound and color. If you make a mistake, the last head stopped will start spinning again.

TINY ADVENTURE

Tiny has a big mission in the Llama Temple that will require her to shrink in size. Jump in the Tiny Barrel then enter the nearby tunnel. Defeat the Kremling and raise the stepping stones with a sequence of switches. You can make your way across the lava to a Golden Banana. The Bananaporter you activate will transport Lanky to a Kasplat with a Blueprint.

DOGADON DUSTUP

Diddy gets the nod in the battle for Boss Key number two. His opponent is just as powerful as Army Dillo but far more agile. Dogadon the dragonfly doesn't need cannons to blast his enemies, either—his fiery spitballs do plenty of damage on their own. Keep Diddy moving during the bombardment then toss a barrel of TNT at the flying fiend when he lands. After you've blasted him a few times, Dogadon will buzz off.

FRANTIC FACTORY

K. Rool is stamping out evil creations in a production facility near the top of his floating monstrosity. The last remaining incarcerated Kong, Chunky, is swinging from the ceiling like an overfed songbird. Avoid an industrial accident while searching for the bulky ape and recovering the Golden Bananas strewn about the building.

WATCH YOUR STEP

The rusty tub next to K. Lumsy's prison barge will creak to life when the lumbering lizard starts pounding on the hull. You'll be able to scale the spiral ramp up to the top of the iron dreadnought. Look for the stairs with the caution stripes to find the factory.

SUSPENDED SENTENCE

Chunky's cage is dangling from the ceiling in, appropriately, the storage room. Bringing him down to earth is simple enough, but it's a feat that can't be accomplished with feet. Use Lanky's Orangstand to climb up a pipe in the corner of the room, then stomp the switch.

DONKEY'S CHECKLIST

- ☐ Pound the switch to open the hatch
- ☐ Learn the Gorilla Grab from Cranky
- ☐ Play the Bonus Game
- ☐ Clear Level 4 of the original Donkey Kong
- ☐ Pound the floor switch to open the gate then pound the numbers
- ☐ Gorilla-Grab the R&D lever-play Arena Ambush
- ☐ Enter the high voltage building to turn on the machine
- ☐ Enter the machine
- ☐ Find and return Snide's Blueprint

DIDDY'S CHECKLIST

- ☐ Get the Simian Spring from Cranky
- ☐ Spring to the top of the ABC blocks
- ☐ Pound the production room switch then Simian-Spring
- ☐ Find and return Snide's Blueprint
- ☐ Play the Guitar to enter the arena
- ☐ Play the Bonus Game

TINY'S CHECKLIST

- ☐ Pound the machine room switch and play the Bonus Game
- ☐ Find and return Snide's Blueprint
- ☐ Shrink by the DK machine and enter the shaft
- ☐ Shrink and play darts in Testing
- ☐ Shrink and race in R&D

LANKY'S CHECKLIST

- ☐ Pound the machine room switch then Orangstand up the pipe
- ☐ Find and return Snide's Blueprint
- ☐ Free Chunky
- ☐ Get the Baboon Balloon from Cranky
- ☐ Float to play the Bonus Game
- ☐ Play the Trombone then mimic the music

CHUNKY'S CHECKLIST

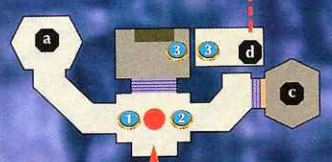
- ☐ Pound the production switch and climb the tower
- ☐ Punch the production gate, pound the mystery box, pound the switch, then punch the Chunky Switch
- ☐ Punch the gate to play the Bonus Game
- ☐ Find and return Snide's Blueprint
- ☐ Punch the R&D gate, play the Triangle, punch the Chunky Switch, then battle the toys

FACTORY FLOOR PLANS

KEY

- Bananaporter
- Tag Barrel
- Junction Point

SNIDE'S HQ



START

FUNKY'S STORE

b

CANDY'S SHOP

1

f

CRANKY'S LAB

d

c

a

f

2

b

5

e

The first blast wiped out your Space Center. In just 3 hours, the high-tech weapons satellite will strike again...It's your job to make sure that it doesn't.
"Explosive N64 adventure" ...Nintendo Power
Exciting 2-4 Player Modes including Lethal Tag, Cube Hunt, and Quick Draw
Intense 3rd Person Action/Shooter
Precision laser-sighting aiming mechanism
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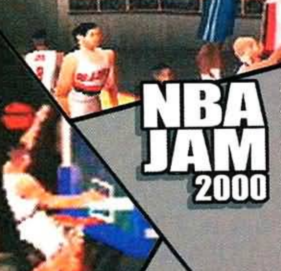
MEET FOUR OF THE STARTERS FOR HOOPS 2000



NBA JAM 2000

Acclaim brings us a two-for-one Jam for 2000. Play the kind of rollicking, trash-talking streetball that is Jam's trademark, or strain your brain with the science of picks and presses in the Sims Mode.

NBA LIVE 2000

There's an Arcade Mode in Live, but, as the title suggests, EA Sports wants to get as close to realism as possible. The familiar faces of the pros are recognizable—including the most famous (retired) pro of them all.

NBA SHOWTIME NBA on NBC

Rewrite the laws of physics in Midway's over-the-top (of the backboard) arcade-style shootout. The NBC theme music may convince you you're watching TV at first, but this game is strictly a round-ball fantasyland of sky-high jamming and righteous rejections.

NBA IN THE ZONE 2000

At the other end of the spectrum from Showtime is In the Zone. Nearly every aspect of the game is on display in Konami's detailed sim. It will take you through the season and even to the sideshows of the All-Star Game: the dunk and three-point contests.

NBA JAM 2000 · NBA LIVE 2000 · NBA SHOWTIME · NBA IN THE ZONE · SPORTS

NBA N64 TIP-OFF 2000

The season is just getting started, but the competition for hoops supremacy is already heating up among five N64 NBA games. All of them carry the league's stamp of approval, but each one brings something different onto the floor. We'll profile four of them—NBA Courtside 2 appeared in an earlier issue—to give you the inside stuff on the stuff inside these titles.

GRAPHICS

Capturing the visual flash and action of the NBA is a challenge even for the most ambitious game. See how our challengers stack up in a pickup game of polygons and personalities.

Nope, you haven't accidentally entered some "big head" cheat—those massive noggins are the norm in Showtime. The exaggerated look allows for detailed facial features.

Jam gives you a panoramic view of the arenas, and the players are crisply defined. The camera options will put you on the floor and in the distinctive faces of your opponents.

IN THE ZONE 2000

Graphics are not among Zone's strong points. The faces are fuzzy and the movement is more robotic than acrobatic. Strategic thinking beats out a quick thumb.

Live's precise graphics strive for realism—and for the most part they succeed. The players move naturally, and the tight shots in replay can be eerily realistic.

SIM VS. ARCADE

Do you want to set up the perfect play or just dunk in someone's face? Depending the title, you can find the game to suit your mood.

NBA SHOWTIME NBA on NBC

Sim? We don't need no stinking sim! This game is two-on-two with monster jams and superhuman leaps—or it's nothing at all. Forget that pass and hold on to the rock.

NBA JAM 2000

As Jam 2000 makes clear on the title screen, it includes two distinct games. The Sim Mode has rules and plays. The Jam Mode has gratuitous fouling and acrobatic jams.

IN THE ZONE 2000

Zone is the flipside of Showtime—it's all simulation, no arcade. The closest you get to an arcade-style game is All-Star Mode, which is, of course, loaded with the best players.

There may be a tiny bit more flash and a much simpler options menu in the arcade version, but the graphics and play are essentially the same as in the sim.

You'll have an easier time learning the ropes in Showtime than in the other titles, but there is plenty to master. This streamlined game is lightning fast and the play is unencumbered by complicated controls. It won't take you long to heat up your shooting hand.

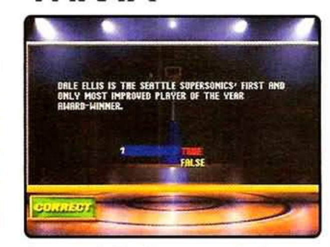
CREATE PLAYER

If you've had enough of the superstars of the NBA, why not play as a mascot? Midway wasn't content with the standard player selections, so they threw in a horse, some mascots and a couple of female players (including one you may recognize from Mortal Kombat). You can also give players special privileges, like stealth turbo.

SPEED

These guys are fast even when you aren't hitting the turbo button. Run-and-gun isn't just an offensive option, it's the ONLY option. Stay in your opponent's face while on D unless you want to suffer through spectacular jams.

TRIVIA



Be sure to finish off your games for the chance to test your NBA knowledge. The multiple choice trivia questions aren't limited to the players' activities in the game, so start reading the profiles in the sports section.

Acclaim assures us that Jam 2000 is chock full of cheats, and the cheating continues in the Jam Mode of the game itself. Don't ever let anyone tell you that basketball isn't a contact sport—you'll be picking yourself off the floor rather than setting picks. The Sim Mode seems almost mild by comparison and infinitely more complex. Chaos or control, it's your call.

2 GAMES IN 1

Jam Mode is two-on-two and Sim Mode is five-on-five, but the main difference between them is attitude. Sim will take you through a season as an omnipotent player-coach-general manager—making trades, calling plays and executing on the court. Jam is straightforward arcade action, full of helicopter jams, flagrant fouls and ball hogs.

TEAM HISTORY

If you want to peruse the hallowed history of say...the Vancouver Grizzlies, it's just a push of the button away in Sim Mode. Check the teams' ratings in various skill catagories or check their records for seasonal trends and overall performance.

SKILLS MODE

Get in some practice time during the off season to sharpen your fundamentals. Work on your timing for three-point shots with an All-Star-style shooting contest or sink a string of free throws.

The heart of Live is the detailed sim at its center, but its soul is the One-on-One Mode with MJ. His Airness may be grounded in reality, but his spirit is eternal in the virtual schoolyard. He'll take on anyone stupid enough to play him—from former rivals to young punks he's never even heard of. Learn to counter his well-rounded round-ball attack or he'll school ya again and again.

Z MENU

A handy pull-out menu is available on most of the larger menu screens when you hit the Z Button. It puts information at your fingertips instantly, instead of forcing you through the tedious process of exiting and entering menu screens. It's particularly helpful when you want to check players, stats in the selection/ trading process.

PICK A PLAYER

Pick your favorite player or your least favorite player, and throw him into the blacktop jungle with the world's toughest pump-faking predator. You also can pick your own combination of players from anyone you like in the team rosters.

GO 1-ON-1

No plays and no passes—it all comes down to control. You'll find yourself depending on the turbo and handcheck features if you want to get ahead. Pick on your opponent's weakness, which means you'll be out of luck against MJ.

IN THE ZONE 2000

In the Zone is designed to appeal to the strategic thinkers among hoops fans. You'll have to think ahead, because play control can be somewhat erratic at times. Gamers with a firm grasp of the playbook should succeed where fast-twitch thrill seekers fail.

PLAY THE SEASON

If you've got some time on your hands, In the Zone lets you play every game in the season. You can also simulate games that you'd rather not play. If you're good enough, you can write your team's Cinderella story through the championship series. You won't get a ring, but you can brag about your accomplishment on the bus.

DUNK CONTEST

Those of us who have trouble touching the rim can now experience the thrill of a well-executed jam in Dunk Contest Mode. Speed is essential to getting the proper hang time, so tap the dribble button like there's no tomorrow.

3. PT. SHOOTOUT

You'll find Konami's take on three-point shooting more challenging than the versions in other games. You have to simulate the shooting action with the Control Stick rather than simply time your release, making angled shots tough.

BELLS AND WHISTLES

If you want to play, coach, manage or create your own jamming juggernaut, these games will give you plenty of tools for the job. The arcade-style, high-energy Showtime stands in stark contrast to the other three, all of which strive for the same type of realism in their sims. You won't find much variation among the games in the way you trade. On the other hand, calling plays and executing them are done very differently in each game.

STATS & SCHEDULES

Jam's season and playoff sims give you all the numbers you can digest and then some. Check the schedule for what's ahead or scan the box scores for individual games that you've already played.

Zone gives you a pile of totals and averages for each team to help you make your picks for the sim. Likewise, the player stats have plenty of information to help you make an informed trade.

Make the most of the game you're playing, because the stats you generate in it are the only stats you're going to receive. You get them automatically at halftime and the end of the game.

Make a visit to Stats Central on the Z Menu for individual players' numbers, team stats and team comparative stats. The Season Mode schedule gives you a game-by-game breakdown.

CREATE-A-PLAYER

There may be fewer options for creating a player in Jam than in other games, but the game does let you build an entire history for your creation—right down to his hometown and college career.

There are plenty of options for ability levels, but the Player Edit Mode provides a fairly limited mix of faces and body types. You can, however, build a Frankenstein-like, eight-foot center.

Making up a goofy player is one of this title's central features, but special privileges like court select, stealth turbo and shooting "hot spots" can open up new dimensions to the game.

Build a player from the shoes up in Custom Player Mode. There's nothing particularly outrageous about the options available, but you can give your creation one of three attitudes.

TRADES & FREE AGENTS

Step into the general manager's expensive shoes and share his pain. You must stay within the restrictions of the league, building the best possible team through trades and contracts.

Swapping players and signing hired guns are standard features of the Season Mode, with a trading screen that automatically appears during setup. You can opt for a trade deadline if you wish.

No trades. You get the starting five players from each team and whatever creations you come up with. If you can't resist the urge to change your lineup, you can sub at halftime.

Trading is a snap in the Roster Mode. Just bring up the player you want to trade, highlight him, then select another player on a different team. You can compare both players' abilities.

CAMERA OPTIONS

There is a standard set of camera positions on the menu, but you'll probably want to try Create-a-Cam to find the exact look you need. Zoom, tilt and revolve for nearly unlimited views.

Pick your view from seven possible cameras. You can zoom in or out with all the cameras except in Follow Mode. Zone has probably the most limited camera options of the three sims.

You'll see some interesting camera work while in Demo Mode, but you get one camera angle during game play: a scrolling side view. You also get a revolving shot of the players at the buzzer.

There are plenty of perspectives available, from the "classic" to the "overhead." If you want to keep things fresh, try a new look—but you may find yourself back where you started.

PLAYBOOKS

The Dead Ball Options menu gives you a full set of tools for coaching, including an expansive playbook that allows you to assign four plays to buttons on the Controller. No clipboard required.

Zone lets you play point guard, which means you can call pre-set plays with the Controller during the game. You can set up to eight plays, if you can keep track of them all during the action.

Here's a play for you: Put the ball in the basket. Showtime does not pretend to be an accurate simulation of professional basketball. It does give tips, however.

Both the defensive and offensive strategies are set to auto unless you decide to play coach. There are 14 offensive options and five defensive choices.

INSTANT REPLAY

Jam Mode can provide automatic replays to help rub it in your opponent's face. You can use a floating camera in both modes to get whatever shot you want of that killer jam or rejection.

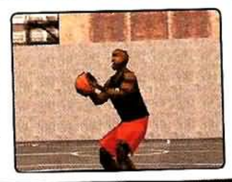
You can pick your cameras in Instant Replay Mode, then rewind, slow down or freeze as much as you want. You also can move the control box to different corners for a better view.

Everything happens very fast in Showtime, but you never get a second look at the action. Again, you'll get a different camera perspective only when the game is in Demo Mode.

You can target the ball or any player on the floor for instant replay, and there are 27 different cameras for each target. As if that weren't enough, you get reverse angle, zoom and sound.

BIG NAMES

You'll see a lot of familiar faces featured prominently in some of the games. With five titles sporting NBA licenses, developers hope gamers will flock to a particular star—or a network, in the case of Showtime.



NBA N64 TIP-OFF 2000

PICK AN OPTIONS PACKAGE

With the exception of Showtime, these games come fully loaded with options. In most cases, the options are presented in similar ways, but each title tries to put its stamp on certain features.

	NBA Showtime NBA on NBC	NBA Jam 2000	NBA Live 2000	NBA In the Zone 2000	Kobe Bryant in NBA Courtside 2
TEAM RATINGS		●	●		●
TEAM STATS		●	●	●	●
PLAYER STATS	●	●	●	●	●
SCHEDULES		●	●	●	●
CREATE-A-PLAYER	●	●	●	●	●
TRADES/FREE AGENCY		●		●	●
INSTANT REPLAY		●	●	●	●
CAMERA OPTIONS		●	●	●	●
PLAYBOOKS		●	●	●	●
SHOT DISPLAY		●	●		
RULE OPTIONS		●	●	●	●
INJURY REPORTS		●	●		●
SIMULATION PLAY		●	●	●	●
PLAY-OFF PLAY		●	●	●	●
SEASON PLAY		●	●	●	●
EXHIBITION PLAY		●	●	●	●
ARCADE PLAY	●	●	●		●
THREE-POINT SHOOTOUT		●	●		●
DUNK COMPETITION				●	
FREE THROW PRACTICE		●			●

NINTENDO POWER PICKS

SCOTT PELLAND

When it comes to fun, this year's hoops contest turns out to be no contest at all. NBA Showtime is my slam dunk winner. Showtime is like Blitz on a hardwood court—the animation is wild, and the play control is sharp and intuitive. It's what Jam used to be when it was fresh in the arcade.

CHRIS INCLENROCK

It doesn't have many options or detailed information, but Showtime more than makes up for its simplicity with speed and style. The game's lightning-quick play reflects the true pace of basketball. Also, keeping track of a dozen commands uses up way too many brain cells.

NATE BIHLDORFF

I enjoyed Showtime because the caricature players and insane jams made for a fun arcade experience. It just didn't have staying power, though, and the shameless NBC promo was too much to bear. I have to go with Live 2000 because it's fun yet sim-like, easy to play, and ultimately Mike-worthy.

DREW WILLIAMS

Going above the rim is fun, but going above the backboard is a blast. Showtime delivers all the action you'll need in an arcade-style slamfest. All that AND you can play in an ape suit. As for the sims, Live 2000 combines ease of use with natural movement and good play control.

NOTHING IS SAFE.
TEEN
T
CONTENT RATED BY ESRB
NINTENDO 64
N
CHECK OUT BATTLETANX™ ON
GAME BOY COLOR
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CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #

300 Heads are Better than One

Have you ever wondered why it's so easy to blast a drone's head off from its shoulders? It turns out that when you collect 100, 200 and 300 drone heads, you'll activate special game cheats. Maybe it's a tad morbid, but it's fun. Consult your Inventory Screen to check your running head count then literally save face by getting all Sleepy-Hollow on those bugs. Blast 'em, grab their noggins, then read below to see what comes to a head.

Rainbow Blood

If you have to see bug guts, the stuff should at least look nice. To enable the cheat that causes drones to splatter in a rainbow of fruity colors, collect 100 enemy noggins, then say "Goodbye, green. Hello, orange, yellow and fuchsia!"

Jet Force Kids

Collect 200 heads to return the twins to their childhood. Decades from now, when she's an old, wrinkled and blue-haired granny, Vela will relish this cheat since it returns her to her childhood when she was young, vivacious and ...er, still blue-haired.

Ants as Pants

To transform Soldier Drones into Mr. Pants, pick up 300 heads. If you haven't been briefed, Mr. Pants is the Skivvies-wearin' spokesmodel at Rare's official website, www.rareware.com.

Mayhem

Pay-Per-View Passwords

To unleash more mayhem into the squared circle, muscle into the Pay-Per-View Password Screen. Using the Control Pad to select the letters, enter PLYNTRCLSC to access the Classic Nitro Setting arena. For more hidden features that are sneakier than a reverse grapple, punch in the passwords detailed below. If you've entered them correctly, a description of the cheat will appear below your password.

If you enter MKSPRCWS as your password, you'll be able to max out your Create Wrestler character into a Bionic Created Wrestler. The cheat will grant you unlimited Abilities points.

To automatically win your Quest for the Best matches, punch in CHT4DBST as your password. While viewing the Quest Rankings Screen, tap Right on the Control Pad to raise your ranking and unlock the hidden wrestlers.

If both players want to use the same fighter in a two-player game, use DPLGNGRS as your password.

Wolfpac Sting vs. "Mean" Gene Okerlund?!? To unlock them and all other hidden wrestlers, enter PLYHDNGYS.

MONOPOLY

Mr. Potato Head Goes to Jail?!

Since Monopoly 64 comes from Hasbro Interactive, the developers had the luxury of raiding the company's esteemed toy chest to borrow characters like Mr. Potato Head. The dapper spud will sprout up in the game as your playing piece if you name the Moneybag Token "Potato." By naming player one's token "Aurum," you'll change the color of the playing pieces to gold. To gain more freedom with the camera, name player one's token "Wander." Begin a game, tap Z to view your Assets, hit the top C Button to access the camera, then use A to move the cam forward and B to pull it back.

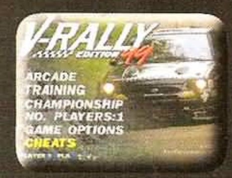
Mr. Potato Head lands in jail. So, if he got the electric chair, would they stuff him with broccoli and cheese and wrap him in aluminum foil?

Normally the camera can just pivot. With "Wander" as player one's name, the camera can roam freely through the trees and buildings.

V-RALLY EDITION 99

Unlock Cheat Options

Cross-country driving isn't about shortcuts, but if you're looking for a quick way to unlock new levels and bonus cars, activate the secret Cheat Options. Park yourself at the Start Game Screen. Press the L Button and the R Button at the same time, then tap left C and right C, followed by another simultaneous tap of the L and R Buttons. Hit Start, press and hold Z, then tap the L Button.



The Cheat Options Menu allows you to unlock and disable a trunkload of features.

Tricks for the Track

Not enough turbo in your Turbo Racing? Inject a little more punch into your die-cast car by using the Infinite Turbos code. To enter the code or any of the other ones listed below, idle your engine at the Main Menu, then crank out the Controller sequence. All codes, with the exception of the Tow Jam cheat, will disable when your race ends. To deactivate the Tow Jam code, reset your system.

Description	Controller Sequence
Infinite Turbos	right C, Z, top C, bottom C, R, left C, Z, right C
Mirrored courses	Z, R, Z, Z, R, Z, Z, Z
Night driving	top C, top C, bottom C, bottom C, left C, right C, left C, right C
Tow Jam car	top C, bottom C, Z, R, left C, right C, top C, bottom C
Transparent backgrounds	top C, Z, bottom C, left C, top C, Z, bottom C, left C
Transparent cars	left C, Z, Z, top C, left C, R, bottom C, top C

The coveted Tow Jam car is the last vehicle you'll unlock unless you use the code.

It's hard to keep your eyes on the road when you're looking through a transparent one.

Breaking Out with Rash Codes

Access the following secrets and levels by tapping out the Controller sequences at the Main Menu. If you've entered them correctly, you'll hear a blip sound effect.

Controller Sequence	Level Unlocked
R, right C, Z, R, L, top C, left C, top C	2
R, right C, right C, right C, R, left C, bottom C, Z	3
R, right C, bottom C, left C, right C, right C, Z, L, Z	5

All Levels & Races

To be in hog heaven with all of Road Rash's biker courses unlocked, press top C, left C, left C, right C, L, R, bottom C and then Z. Select Thrash Mode, highlight Level, then move the Control Stick left or right to cycle through circuits.

Cop Mode

To head out on the highway as a motorcycle cop, tap Z, left C, bottom C, left C, Z, L, R and bottom C. Cop Mode will then appear as a selectable level in Thrash Mode. And regardless of the level you play in, you can choose cop outfits for your rider.

Scooter Mode

Cancel out that "Born to be wild" look of yours by trading in your roaring Harley for a puttering Vespa. If you press bottom C, right C, top C, left C, Z, Z, L then left C, you'll add Scooter Mode to Thrash's selectable levels.

NFL BLITZ 2000

New Quarterback Characters

It's hard to be an individual when you have to wear a helmet and matching uniform just like your teammates. To make your quarterback stand out a little, transform his looks by selecting New after choosing Arcade, Tournament or Season. Enter one of the following names for record keeping, then type in the corresponding PIN to enable some Mortal Kombat characters (RAIDEN, SHINOK), a headless player (CARLTN), a brainy one (BRAIN) or even an animal-faced quarterback (THUG).

Name	PIN	Name	PIN
BETH	7761	MARKA	1112
BILLZ	0526	MIKE	3333
BRAIN	1111	MITCH	4393
BRIAN	0818	MONTY	1836
CARLTN	1111	PAULA	0425
DANIEL	0604	PAULO	0517
ED	3246	RAIDEN	3691
FORDEN	1111	ROG	8148
GATSON	1111	ROOT	6000
GENE	0310	RYAN	1029
GENTIL	1111	SAL	0201
GRINCH	2220	SHINOK	8337
GUIDO	6765	SHUN	0530
JAPPLE	6660	SKULL	1111
JASON	3141	THUG	1111
JENIFR	3333	TODD	1122
JIMK	5651	TURMEL	0322
JOHN	5158	VAN	1234
JOSH	4288	ZZ	1221
LUIS	3333		

Hey, nice helmet! Wait! That's no helmet—that's your brain! Aieeeee!!!

Hey, nice helmet! Wait! You don't even have a head to put one on! Aieeeee!!!

CLASSIFIED INFORMATION

ARMY MEN SARGE'S HEROES

Cheat All That You Can Cheat

If you love the smell of napalm in the bathroom (that is napalm we're smelling isn't it, Sarge?), skip ahead a few missions by entering the following codes at the Input Code section of the Main Menu. And if you want to bail out quickly and warp back to the start of a level, simultaneously press L, R and bottom C in midmission. For more covert operations, arm yourself with the codes detailed on the right.

Code	Mission Unlocked
TRGHTR	Spy Blue
TDBWL	Bathroom
MSTRMN	Riff
TLLTRS	Forest
SCRDCT	Hoover*
STPDMN	Thick*
BLZZRD	Snow *
SRFPNK	Shrap**
GNRLMN	Fort Plastro**
HTTTRT	Scorch***
ZBTSRL	Showdown***
HTKTTN	Sandbox****
PTSPNS	Kitchen****
HXMSTR	Living Room *****
VRCLN	The Way Home*****

* Also unlocks Riff and Hoover multiplayer characters

** Also unlocks Shrap, Riff and Hoover multiplayer characters

*** Also unlocks Scorch, Shrap, Riff and Hoover multiplayer characters

**** Also unlocks Thick, Scorch, Shrap, Riff and Hoover multiplayer characters

***** Also unlocks Plastro, Thick, Scorch, Shrap, Riff and Hoover multiplayer characters

Full Weapons/Ammo

To start out with a full arsenal of weapons, use NSRLS as a code word. If you type in MMLVSRM, you'll enter the battle armed to your plastic, green teeth with maximum ammo.

Mini Mode

The army men are small, and you can shrink your soldier to be one runt of a grunt by typing in DRVLLVSMM. While everyone else's stature will remain the same, you'll be the tiniest of the troopers.

Play as Vikki/Plastro

To undertake your missions as Vikki, enter GRNGRLRX as your code. If you'd rather march out as Plastro, type in PLSTRLVSVG.

Test Info

By entering THDTST on the Input Code Screen, you'll enable the Test Info code that displays the game's debugging numbers on screen. Other than relaying some military intelligence, the code will serve little purpose to gamers.

Tin Soldier

To decorate your soldier with a shiny sheen instead of the government-issue olive drab, activate the Tin Soldier cheat by using TNSLDRS as your code.

If you have a trick, password or code for our Classified Information files, drop us a line at the address to the right or send e-mail to classified@nintendo.com. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

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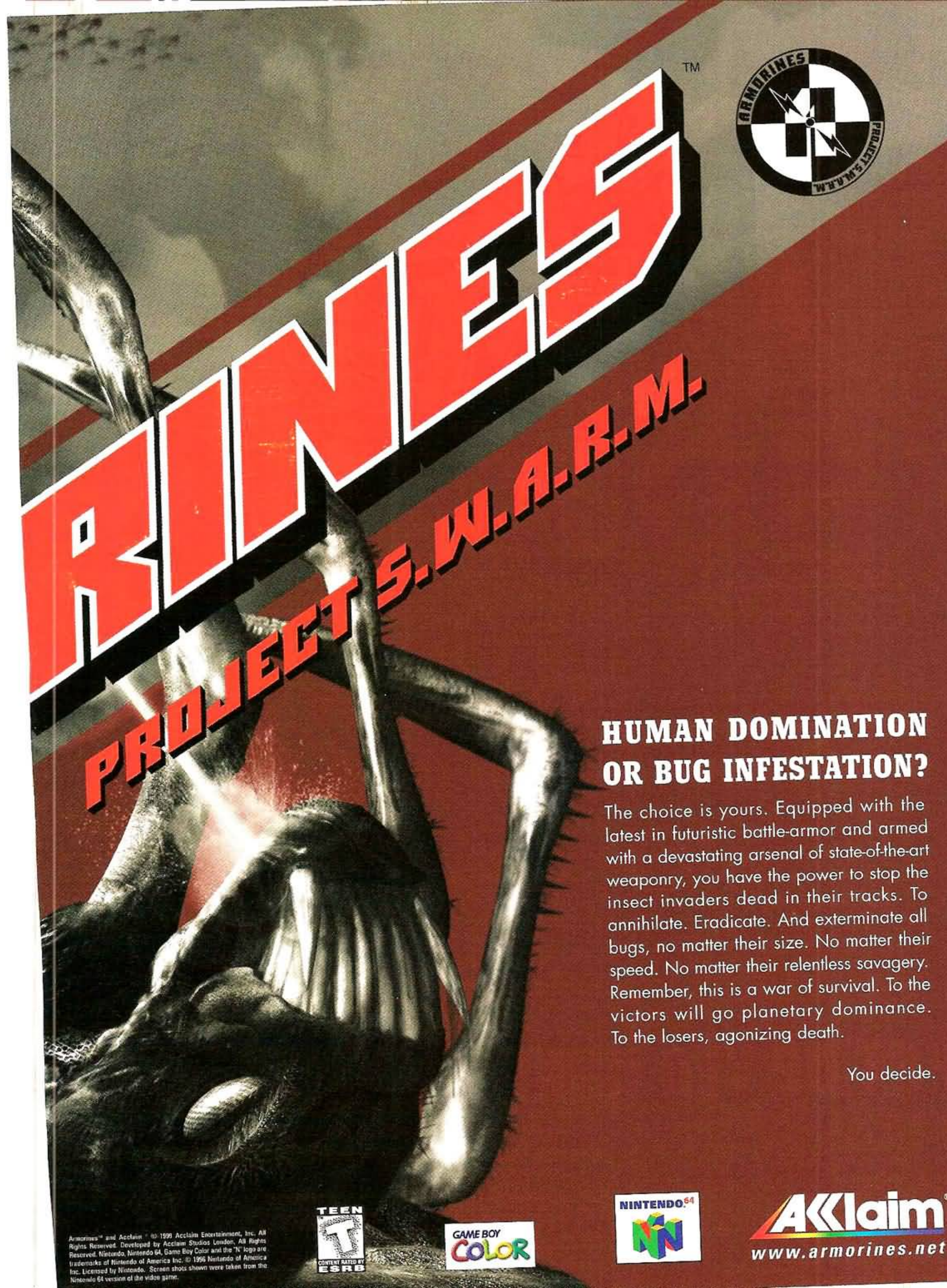
ENGAGE THE ENEMY!
Deathmatches! Co-op! King of the Hill! And Bomb Tag Mode!
INSECT INFESTATION!
Over 30 hideously realistic, soft-skinned insect invaders!
SEMPER FI!
Mission-based Co-op play - Battle the bugs with a comrade in arms!
EXTERMINATE!
Blaze away with weapon-loaded armor - or from your vehicle!
ARMO


RINES™
ARMORINES
PROJECT S.W.A.R.M.
PROJECT S.W.A.R.M.
HUMAN DOMINATION OR BUG INFESTATION?
The choice is yours. Equipped with the latest in futuristic battle-armor and armed with a devastating arsenal of state-of-the-art weaponry, you have the power to stop the insect invaders dead in their tracks. To annihilate. Eradicate. And exterminate all bugs, no matter their size. No matter their speed. No matter their relentless savagery. Remember, this is a war of survival. To the victors will go planetary dominance. To the losers, agonizing death.
You decide.
TEEN
T
CONTENT RATED BY ESRB
GAME BOY COLOR
NINTENDO 64
Acclaim
www.armorines.net

READY 2 RUMBLE BOXING™

PUT UP YER DUKES

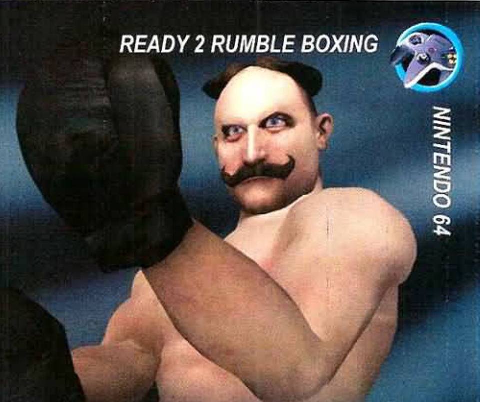
Yes, the fighters wear gloves, although they find ways not to use them. Yes, the corrupt gambling circles inherent in the sport are what keep the boxing economy alive. And yes, there is a ring and a ref, but right about there is where the similarities between Midway's surly fighter and boxing end. Prepare to plunge yourself and your friends into a sucker-punching, heavy-betting, smack-talking, dog-eat-dog fist festival.

NP: HOW IT RATES

The ESRB has not yet given this game a rating, but no-holds-barred fighting will likely garner it a T (Teen) rating, suitable for players 13 and over.

FEATURES

First things first—the fighting in this game is unlike anything you've seen on the N64, and once you step in the ring you might be too busy rearranging dental work to worry about details. Here are a few vital bits.



GET A GOOD LOOK

There are enough camera angles covering the fights to satisfy all the major networks combined, and you'll have much different playing experiences by toggling between them. Try each until you find your preference.

NORMAL

Your garden-variety camera angle is pulled back, and it swivels to keep both fighters lined up across from each other in the ring.

ROTATE AROUND PLAYERS

For a little more drama, you can set the camera to rotate slowly around the two fighters as they try to give each other concussions.

RINGSIDE VIEW

If you really want to feel like a spectator, step outside and watch the fight as if you were a roving fan with an all-access pass.

ROTATE AROUND RING

This is the same as rotating around the players, only pulled way back. You'll have to adjust your combos as the view changes.

1ST PERSON—PLAYER ONE

To get the Punch-Out feel, invade the eyes of your boxer and hand out a beating in person. You'll see great facial expressions.

1ST PERSON—PLAYER 2

For a difficult but interesting fight, switch to your opponent's viewpoint and see what the fight looks like to your poor victim.

GO 2 MOVES

To totally master this game, you'll have to take every single fighter to the top. Luckily, learning to abuse others with each fighter isn't very complicated once you know the basics.

INDIVIDUAL MOVES

Each fighter has a slew of nasty, unique attacks. Beyond those special moves, though, you'll find that every fighter has a basic set of punches like hooks, uppercuts, jabs and body blows, that look personalized but do similar amounts of damage.

RUMBLE-AYA!

Every time you score enough damage on your opponent, you'll see a letter appear on the bottom of the screen. When you've spelled out "RUMBLE," your boxer will be ready to drop some serious science. If you press the A and B Buttons at the same time, your fighter will unleash a loud war cry as his or her gloves start glowing.

RUMBLE FLURRY

While you're in Rumble Mode you'll have unlimited stamina, but don't limit yourself to conventional beatdowns. Press bottom C and right C to cue your Rumble Flurry, which is a devastating extended combo that's pretty much impossible to block completely.

THE CONTENDERS

It's your gym, and if you want to build a good rep for it you're going to have to stock up on hard-core fighters. Of course, eventually you'll want to lead every one of these pugilists from rags to riches, so you'll learn the pros and cons of each.

Boris Knokimov

The Croatian sensation, Knokimov, is a well-rounded both in terms of musculature and fighting style. "The Bear" is tall and long-armed, and his close- and long-range attacks make him a good boxer to back early on.

AGE: 30 HEIGHT: 6'3" WEIGHT: 220 REACH: 73"

SPECIAL MOVES

Superior: BACK + △

Reigning Axel: FORWARD, BACK + △

Delta Axel: FORWARD + ▽, △, ◁ (Rumble Mode Only)

Butcher Brown

This no-necked behemoth from D.C. has the upper body of a superhero and the attitude of an angry Gen-Xer. Even though he's only 5'9", he has nearly seven feet of reach, making him a serious threat to any challengers.

AGE: 23 HEIGHT: 5'9" WEIGHT: 232 REACH: 83"

SPECIAL MOVES

Brute Disaster: BACK + △

Total Disrespect: BACK + ◁, ▽, ▷

Scrape the Gutter: △, ◁, ◁

Afro Thunder

Gee, do you think that Afro's mother gave him that name? This big-haired boxer looks like a strong wind could knock him over, but his boxing style and near limitless supply of energy give him an advantage.

AGE: 21 HEIGHT: 5'7" WEIGHT: 120 REACH: 70"

SPECIAL MOVES

Uptempo: Tap ◁ Repeatedly

The Supa Stoopid Funky Punch: BACK, FORWARD + △

Sucka Punch: BACK, BACK + △ (Tap up to 3x to charge)

Salua Tua

Salua took his old coach seriously when he said that the Hawaiian native could be the biggest boxer of all time. The former sumo wrestler is a slow but powerful force in the ring—he eats bantamweights for breakfast.

AGE: 33 HEIGHT: 6'0" WEIGHT: 358 REACH: 77"

SPECIAL MOVES

Porkchop: BACK, FORWARD + △

Gut Buster: FORWARD, BACK, FORWARD + ▷

Monster: DOWN + ▽, FORWARD, BACK + ◁

Angel "Raging" Rivera

Although he once eschewed the tactics of all but the purest boxers, a taste of defeat turned Rivera into a seething cauldron of destructive creativity. Unpredictable in words and actions, he's a one-man urban disturbance.

AGE: 23 HEIGHT: 5'9" WEIGHT: 155 REACH: 71"

SPECIAL MOVES

Lowrider: FORWARD, BACK + ▷

Ghetto Blaster: BACK, FORWARD + ◁

Salsa: FORWARD + ▽, BACK, FORWARD + ◁

Tank Thrasher

True to his name, Tank prefers to wade into opponents and attack regardless of the risk to his own safety. He's huge, strong and deceptively fit—if you make the mistake of gawking at his lack of definition, you'll pay.

AGE: 26 HEIGHT: 6'4" WEIGHT: 290 REACH: 80"

SPECIAL MOVES

Blitz: BACK + ◁

Crash Test (Left): FORWARD, FORWARD + ◁

Crash Test (Right): FORWARD, FORWARD + △

Selene Strike

Firmly planted in the upper echelon of women's boxing, this Brazilian native combines catlike balance with raw power. Even though she's somewhat slow, her 80" reach still allows her to deal damage from a distance.

AGE: 24 HEIGHT: 6'2" WEIGHT: 130 REACH: 80"

SPECIAL MOVES

Rush: FORWARD, FORWARD (From a Distance)

Superwoman: BACK, FORWARD + ◁

Cold Shoulder: BACK, BACK FORWARD + ▽

Jet "Iron" Chin

Jet's extensive training in the martial arts is evident in his boxing techniques. Combining lightning-quick jabs, chops and backhands, the former stunt double uses his blurring speed to get the better of stronger boxers.

AGE: 20 HEIGHT: 5'8" WEIGHT: 150 REACH: 78"

SPECIAL MOVES

Firecracker: BACK + △

Arch Protest: BACK + ◁

Giving Orders: FORWARD, BACK + △

Rocket Samchay

It's a good thing they don't let this guy use his feet in the ring—he'd be untouchable. The former kickboxing champ is plenty vicious with just his hands, and the conditioning regime he learned in Bangkok pays off.

AGE: 23 HEIGHT: 6'2" WEIGHT: 165 REACH: 78"

SPECIAL MOVES

Rocket Launcher: FORWARD, BACK + ◁

Right Elbow Smash: BACK, FORWARD + ◁

Left Elbow Smash: BACK, FORWARD + △

"Furious" Faz Motar

This enormous boxer from Saudi Arabia comes complete with a merciless nature and a surprisingly short reach for such a large man. He isn't the fastest fighter out there, but his power and determination are still daunting.

AGE: 28 HEIGHT: 6'5" WEIGHT: 230 REACH: 76"

SPECIAL MOVES

Urban Attack: (UP, DOWN or DOWN, UP), ◁

Whirlwind: FORWARD, FORWARD, BACK + ◁

Oasis: FORWARD, FORWARD, BACK + ◁, FORWARD + △

Lulu Valentine

It's hard to believe that the progenitor of a famous clothing line would feel the need to compete in such grueling physical competition, but there you go. Lulu looks small, but she's quick and strong and gives no quarter.

AGE: 21 HEIGHT: 5'2" WEIGHT: 105 REACH: 64"

SPECIAL MOVES

Triple Upper: BACK, BACK, FORWARD + △

Spinning Assault: BACK + ◁

Backhand: FORWARD, BACK + △

"Big" Willy Johnson

"Big" Willy came a long way for a fight...and we really mean that, because he crossed an ocean and over a century to reach the ring. His (really) old-school style reflects a time when boxing was more about blood than money.

AGE: 108 HEIGHT: 5'10" WEIGHT: 175 REACH: 72"

SPECIAL MOVES

Clockwork: FORWARD, FORWARD, BACK + ◁

Stealing Props: (UP, DOWN or DOWN, UP) , ◁

Time Out: (UP, DOWN or DOWN, UP) , ◁, ◁

J. R. Flurry

Flurry's a hot commodity, because he's a) a trainer to the stars, b) a former B.M.O.C. and c) one brutally fast boxer. As you'll see from his moves, he carries a little bit of ego into the ring, but then again, who doesn't?

AGE: 21 HEIGHT: 6'3" WEIGHT: 160 REACH: 71"

SPECIAL MOVES

Knuckle Driver: BACK, BACK + ▽, ▷, ▽, △

Hard Driver: FORWARD, BACK, FORWARD, ◁

Bait Driver: FORWARD, BACK, FORWARD + ▽, ▷, ▽, △

ARCADE MODE

No money. No training, titles, prize money or other, less tangible rewards. All that's going on in Arcade Mode is a fight between you and another boxer, be it human or CPU controlled.

NEW THREADS

You're a world-famous boxer—you should be allowed to treat yourself to some kickin' gear every once in a while. If you press left C and top C at the same time when you're selecting your boxer, he or she will appear in an alternate costume.

CHAMPIONSHIP MODE

Now, Championship Mode is where it starts to get really interesting. You'll open a gym, bring in raw talent, refine it, take it to a title and then start over with someone else. Along the way, you'll troll the gutters of the boxing underworld and wager with other lowlifes.

NEW PROSPECTS

There are three fight classes: bronze, silver and gold. Every time you take a new boxer to the top of a class, a new talent will appear. Bring the newbie into your gym and start a training program immediately.

WORK IT OUT

Your boxers won't improve their ring skills just by fighting. To improve the dexterity, stamina, strength and experience of your fighters, you'll have to invest some hard-earned cash in a training regimen.

RUMBLE AEROBICS

Just follow the bouncing ball...hit the correct button at the exact moment that the ball does to aerobicize with style.

GOOD FOR:
DEXTERITY • STAMINA

SWAY BAG TRAINING

You'll need a good memory and fast reflexes to follow the on-screen directions. If you don't sway, you'll catch it on the chin.

GOOD FOR:
DEXTERITY • STAMINA

SPEED BAG TRAINING

You have only a limited amount of power, so cannily alternate jabs with hooks to keep bouncing the bag off the ceiling.

GOOD FOR:
DEXTERITY • STAMINA

HEAVY BAG TRAINING

You need to know which buttons cue which moves for this exercise. When you're prompted, you have to hit exactly the right spot.

GOOD FOR:
STRENGTH • STAMINA • DEXTERITY

TO WORK OR TO LOAF...

When you're doing manual exercises, you have the option to switch to automatic and get 100 percent. Bear in mind, though, that if you do the exercises perfectly on manual, you can get well over that number.

WEIGHT LIFTING PROGRAM

Sounds easy, right? Just hold down the A Button and let it go to make the bar stop near the white line. Guess what? It's hard.

GOOD FOR:
STRENGTH • STAMINA

VITAMIN TRAINING PROGRAM

You don't have to do any actual training to improve your stamina and dexterity in this case, but you will have to pay cash.

GOOD FOR:
DEXTERITY • STAMINA

RUMBLE MASS NUTRITION REGIME

Of course they're legal! Give 'em back to me! If you thought the vitamins were pricey, wait'll you see this $25,000 price tag.

GOOD FOR:
STRENGTH • EXPERIENCE

PRIZE FIGHTS

After you've invested some hard-won dough in your boxer, it'll be time to get in the ring. Prize fights carry some sweet purses, so winning them is mandatory if you want to build up some cash. Of course, you can earn moolah in less savory ways...

CARE TO BET?

The fastest way to make cash is to put a side bet on your boxer. You can bet up to $20,000 per match, and if you win, you'll get the prize money and double your wager. If you lose, you'll be out all that dough, but hey, those are the breaks.

TITLE FIGHTS

Don't participate only in prize fights, though—you're allotted 20 fights to work your way up through ten ranks to the championship match, so you'll have to get into some serious competition if you want to dominate your fight class and eventually lay claim to boxing's highest honors.

SWEET SUCCESS

Keep on winning to climb to the championship bout in whatever fight class you're in currently. If you can win that fight, you'll unlock a new boxer in the game and earn the right to move to the next weight class with your successful fighter.

UNFRIENDLY ADVICE

If you think you can climb through the ropes, belly up to your opponent and just start button mashing until he or she gives in, think again. You need to work hard and play mean to win.

HELP YOURSELF DURING KOs

While your opponent is on the ground desperately trying to regain some stamina and summon the will to get up and continue the fight, use the time wisely. Press the action buttons (A, B and any C) as fast as you can to marginally rebuild your own health meter. After the little breather, you'll be ready for more whooping.

WAIT...WAIT...NOW RUMBLE!

Use your Rumble Mode wisely. If you've spelled out the entire word but your opponent is on the verge of collapse, don't waste it. Try to knock your opponent down with conventional methods then cue the Rumble Mode just as he or she gets back up. You'll greet your reeling foe with endless stamina and a hearty Rumble Flurry.

BET HEAVILY ON SURE THINGS

Don't risk huge hunks of cash on fights you might lose. Once you've gotten into the swing of things with one boxer, chances are you'll be decent with all of them. Take a break from your gold class fighter and lay a few gigantic wagers on a new boxer's first bronze class fights. You'll most likely win and rake in the dough.

WATCH YOUR STAMINA

Obviously you want to keep an eye on your health meter, but the blue bar below it is just as important. Your punches will have a much stronger effect if your stamina meter is maxed out. Conversely, if you keep swinging and don't let your meter fill back up, your coolest moves will do very little damage even if they connect.

BOB AND WEAVE

Slugging away isn't going to win you any titles, even if you're fighting with a hulk. Surviving the early fights when your boxer is weak and untalented is tough, and you won't make it unless you learn avoidance. Swaying, dodging and physically blocking your opponent's sallies will save you damage and let you recover stamina.

EXHIBITION FIGHTS

Fighting the CPU in Prize fights isn't the only way to make loot-cakes, either. A friend can bring over a fighter from his or her own gym on a Controller Pak, and you both can set a friendly wager on the bout.

TRADING BOXERS

You don't have to fight with your friends if you don't want to. If you each have an established gym on a Controller Pak, you can swap as many boxers as you like until you're both happy with your stables.

THE BIG BOYS

It takes a long time to bring the best out in your boxers, but if you keep at it, you'll attract the interest of some legendary pugilists. Remember that if you keep excelling in training, it'll get easier for you to win.

To gain access to brutes like Bruce Blade and Nat Daddy, you'll have to have gone through a ton of ranks with a ton of fighters. You can keep sweating through bronze class with all the boxers or take favorites to the top to depose Damien Black.

Kemo Claw

Long regarded as the spiritual advisor for up-and-coming fighters, Kemo certainly does not act his age. He's as lanky as they come—with an over eight-foot reach, he doesn't have to grapple with any of the larger boxers.

AGE: 34 HEIGHT: 7'1" WEIGHT: 120 REACH: 99"

SPECIAL MOVES

Warcry: BACK, FORWARD + ◁

Arrowhead Punch: BACK, BACK + ◁

Shaman Punch: BACK, BACK, FORWARD + △

Bruce Blade

Bruce is an extremely well-rounded fighter, and he can more than hold his own despite a reputation for cowardice and dirty fighting. The padding he wears on his head does little to contradict rumors of wimpiness.

AGE: 25 HEIGHT: 6'5" WEIGHT: 243 REACH: 78"

SPECIAL MOVES

Corkscrew Blade: BACK, FORWARD + ◁

Sit Down: BACK, BACK, FORWARD + △

Disrespect: FORWARD, FORWARD, BACK + △

Nat Daddy

Nat Daddy is an absolute goliath. Nearly seven feet tall, with a reach of 100 inches, this gargantuan fighter from Vegas certainly has strength going for him. His power is counterbalanced by a lack of speed.

AGE: 25 HEIGHT: 6'9" WEIGHT: 265 REACH: 100"

SPECIAL MOVES

Jackhammer: BACK, FORWARD + △

Dropping Bombs: BACK, BACK, FORWARD + ◁

Dump Truck: BACK, BACK, FORWARD + △, ▷

RUMBLE ON

Even if you unlock Blade, Claw and Daddy by dominating the boxing community with other fighters, you'll notice there are still two blank spots on the fighter screen. Here's a tip—one of them is Damien Black.

You'll have to spend quality time with your boxers if you want to see everything in this game, and by the time you've unlocked the secrets, your boxers will be world class and rolling in the dough. Fight clean! (Or not.)

Pre-Derby Checklist

- [x] Weld Doors Shut
- [x] Tape Fender to Chassis
- [x] Strap Down Hood
- [x] Renew Life Insurance Policy

DESTRUCTION DERBY 64™

Hit the Road!
Get into 24 Vehicles, from Stock Cars to Hot Rods to Ambulances.

High Speed Chaos!
Up to 12 Opponents Battle Simultaneously on a Dozen Arenas and Tracks.

Multiplayer Mayhem!
Deathmatch, Destruction Race, Bomb Tag, and Capture the Flag Modes.

Hardcore Demolition Action!
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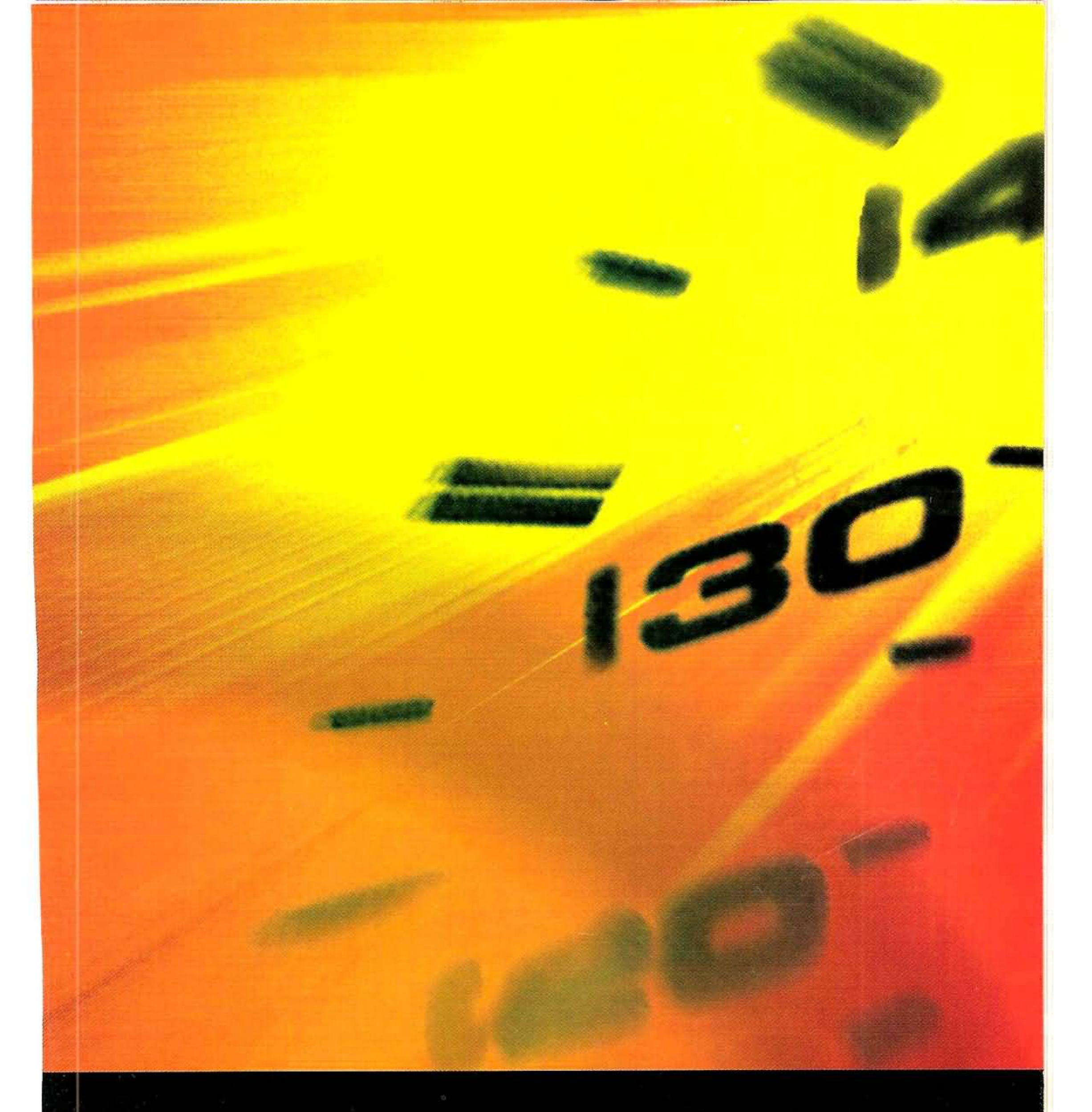
30 dream convertibles with multiple engine configurations and modifiable parts– four different game styles plus instant replay

10 different tracks with changing weather conditions


130
ROADSTERS™
blowing road racing wide open

All-Access Pass to the Stadium

Want to know why we're so excited at the Pokécenter? Is it because we just came off a marathon of consecutive showings of Pokémon: The First Movie? Well, yes, but that's not the only reason. The other is that we finally got a playable early version of Pokémon Stadium to tinker with, and we've been spending hours checking out our beloved Pokémon in jaw-dropping, rendered 3-D splendor.

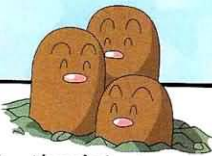
We're going to say right now that this game is going to be an all-time blockbuster, because the version we've been fiddling with is absolutely stunning. The Pokémon look and move like living creatures, and when they're not taunting each other from across the arena, they're unleashing cinematic attacks that'll make you want to collect every last TM just to see what it looks like in the heat of battle. Whether it's a Persian licking its paws before delivering Fury Swipes or a Blastoise blasting out a twin-barrel Hydro Pump, you'll see the art of Pokémon battle in a whole new light. And that's only the beginning. You can compete in different Cups, play several hilarious multiplayer minigames with various Pokémon, have free-for-all battles with up to four people, gang up against a CPU opponent or play traditionally through the game fighting Trainers and Gym Leaders. It's obviously cool to upload your own Pokémon from Red, Blue or Yellow—the Transfer Pak will come bundled with this bad boy—but even if you don't own a Game Boy Pak, you can rent 149 of the Pokémon to use as your own. The exceptions are Mew and Mewtwo, which you'll have to upload if you want to see them in three dimensions. If you're playing with a Game Boy game in the Transfer Pak, you can even play the Game Boy game on your TV set! And here's the kicker: While you're viewing your Pokémon when they're not in a battle, you can take pictures of them and print them out at a Snap Station! When you print out a sticker sheet at a Snap Station, you can get 16 different stickers on the sheet, too. With all of these features packed into the game, it's a good thing that it's coming out soon. We're not sure we can wait very much longer.

Until you've seen a high level Kabutops letting loose with Ice Beam on some unsuspecting Pidgeot, you won't believe how good the battle animations are.

Besides being able to play different battle modes, you can also play a slew of minigames with up to four people.

You can view each and every one of your Pokémon, then snap pictures from any angle. Then it's time to print them out as stickers!

Pokéchat



Sorry about the shortened Pokéchat this week—there's just so much going on that we barely have room to fit it all. We promise that we'll sit down and have a nice long chat next month.

Q: How many Pokémon will I be able to bring into battle when I play Pokémon Stadium?

A: *It all depends on what sort of battle you enter. If you want a big fight, you can go into a Vs. Battle and duke it out with six Pokémon per team. When you're playing the one-person game and are trying to fight your way to all the badges, however, you'll bring a team of six Pokémon but use only three of them for each encounter. Basically, you and your opponent will look at each other's team of six, measure up which of your Pokémon are best suited, and then secretly choose three to battle with. This is an extremely important part of the strategy, as the ensuing Pokémon matchups could well decide the fight. The best asset is a diverse team that gives you plenty of matchup options.*

Q: What's so great about this Whirlwind attack? It never does any damage—it just blows the other Pokémon away!

A: *Well, that's the point. Having a Pidgeotto or some other Pokémon equipped with Whirlwind is like having a big supply of Repel in your arsenal. If your Pokémon team is hurting and you have to get through a large area like the Rock Tunnel, put the Pokémon with Whirlwind at the head of the team. When you get attacked, send the offending Pokémon spinning away so you can safely continue. It works extremely well, although it's true that it isn't much use as an offensive weapon. It's used purely for defense, just like Teleport.*

Want Fries with That?

Aren't you hungry for cool Pokémon gear? As you probably know, Burger King and Nintendo are in the midst of one wild promotion. When you buy a Big Kid's Meal, you'll find a Pokémon prize waiting for you inside. Most of them come inside cool, clip-on plastic Poké Balls—Mew comes in an energy ball and Mewtwo comes in a laboratory cloning tank—and the 57 different toys are as diverse as the Pokémon themselves. You'll find Water-type Water Squirters, breakdancing Rev Tops, plush Poké Beanbags and an assortment of key chain characters and launching Racers. Mew and Mewtwo have light-up LED eyes that come on when you move their tails, and there's also a rare talking Pikachu! Every Poké Ball comes with a collectible card that has one of 150 Pokémon on one side and a scene from *Pokémon: The First Movie* on the back. And, if you lay out $1.99 with the purchase of a Value Meal, you'll get a high-tech Poké Ball with a collectible, 23-karat-gold-plated Pokémon Trading card! The Pokémon leave on December 31, so catch 'em while you can!

#78 Rapidash
Aaron Miller
Pittsburgh, PA

#6 Charizard
Alex Martin
Oklahoma City, OK

#1 Bulbasaur
Brian Sondag
Saint Louis, MO

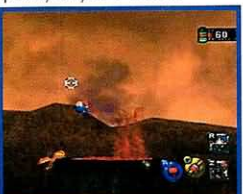
Sing it, Jigglypuff!
Curt Musgrave
Fishhawk Lake, OR

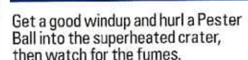
Ask the Professor

Whoa! We have Pokémon Red, Pokémon Blue, Pokémon Yellow, Pokémon Snap, Pokémon Pinball and pretty soon, Pokémon Stadium! If I didn't know better, I'd say that the Pokémon are capturing us, not the other way around!

In Snap, where is the Pokémon Sign in the Volcano?

Good question. That's why I asked you to find it when you came and visited my secret cove! Well, I happen to know where it is, so I guess I can fill you in. If you found my little hideaway at the end of the Valley, then you know that there's a piece of scenery in every level that looks like a Pokémon. In the Volcano, the Pokémon image you're looking for is a Koffing. It's not easy to spot, either, because it's not a static part of the environment. Right at the beginning of the area, take a look at the huge, bubbling crater where a few Rapidash are loafing around. If you throw a Pester Ball into the crater, a puff of purple smoke should rise out of the lava and briefly form the image of the Poison-type. Shoot quickly or you'll miss it!





Get a good windup and hurl a Pester Ball into the superheated crater, then watch for the fumes.

The image of the Koffing lingers only for a few moments, so as soon as your viewfinder turns red, snap!

Where can I find a Dugtrio?

In the Tunnel. Good luck. No, just kidding, I'll help you out. This is one of the most difficult Pokémon to track down, mainly because it's a very shy creature. Follow the tracks through the Tunnel until you see the lone Diglett hanging out with a Pikachu. Start snapping Diglett portraits—if you get three of them, the Diglett will go underground and reemerge in a different place. Shoot three more pictures of Diglett. It'll dig again. When it pops up and you shoot three more, you'll be rewarded with a Dugtrio photo-op. It probably won't look very happy, though.

Start taking pictures early, because the whole process takes a fairly long time to complete.

If you keep snapping pictures of the Dugtrio, more will appear. The more you get in the frame, the better.

How do I open the door leading to Lt. Surge?

Battling through the lesser trainers in the Vermilion City Gym won't do you any good if you can't unlock the electronically barred door leading to the Gym leader. The guy certainly has enough trash cans in his lobby, so start checking those. You'll eventually find the first of two switches. The switches are randomly placed, but once you find one, the second will be right next to, above or below it. If you pick wrong, the switches will randomly appear somewhere new and you'll have to try again.

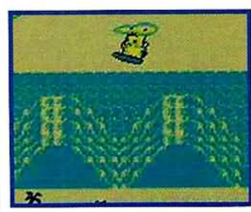
After you find the first switch, pick a likely trash can in the immediate vicinity and hope for some luck.

Once you reach the Lieutenant, give his Electric-types a dose of Ground-type fury to win the Thunder Badge.

In Pokémon Yellow, what's the deal with the house on the shore south of Fuchsia City?

Ooh, good eye! That house doesn't even exist in the Pokémon Red and Blue games, and it's not likely to do you much good at first in the Yellow version. Most people who enter the house will find only a strange "Surfin' Dude" who hangs out with his Pikachu and informs you about the specials of the day. The "Summer Beach House," as a poster on the wall says, also has a suspicious machine in it. Well, you may have heard last month about the existence of a creature known as a "Surfing Pikachu," and this is the place to bring it if you're one of the lucky few to own the rare Pokémon. If the Surfin' Dude sees your radical Electric-type, he'll let you play a surfing minigame.

This guy won't let you get gnarly unless you come along with a wave-taming Pikachu.



Your points are based on flipping off wave crests—you can print out your scores inside with the Game Boy Printer.

Colosseum

With the release of Pokémon Stadium in the near future, it would be wise to start building up a number of teams—you'll want to be ready for serious competition!

In the Colosseum this month we have a gang of Pokémon from Eric Maddux of Deland, Florida. It's pretty Water- and Fire-type intensive, but since Eric has varied the attacks of each Pokémon, he's come up with quite a well-rounded team. As you build your teams, remember that there are two types of battle in Pokémon Stadium—one where all six Pokémon fight, and the other where you must pick three for each battle.

Charizard

Eric's Charizard is obviously a brutal foe for Bug-, Ice- and Grass-types, since Flamethrower polishes most of them off and Fire Blast takes care of the rest. He's also outfitted it with Dig, which is a wise move—it'll give him a fighting chance against Ground-types and let him surprise Electric-types. Body Slam is also a good choice, since it's a fairly powerful neutral attack that can be used to deter Water-types.

- Flamethrower
- Dig
- Body Slam
- Fire Blast

Slowbro

Slowbro's not going to be the first to attack in most situations, but in this case it might not matter. Its Psychic attack is always a good bet against any foe, and Fire Blast is an unpleasant surprise for any Grass-types who hope to gain the advantage. Headbutt is useful against other Water-types in the event of a stalemate, and it also causes flinching. Finally, an Ice Beam works well against tons of Pokémon.

- Psychic
- Fire Blast
- Headbutt
- Ice Beam

Clefable

Eric's Clefable is totally unpredictable, which makes it a dangerous foe for any Pokémon. Bubblebeam slows down and damages Fire-, Rock- and Ground-types, while Thunderbolt hurts Water- and Flying-types. The Psychic attack is always powerful, but it's especially brutal against Ghost-, Fighting- and Poison-types. Another Ice Beam rounds out this multi-talented Pokémon.

- Bubblebeam
- Ice Beam
- Thunderbolt
- Psychic

Magmar

Another fiery foe, Eric's Magmar isn't quite as strong as his Charizard, but its two Fire-type attacks serve well as a first line of offense against Bug-, Ice- and Plant-types. If it goes down in battle, the Charizard is there to clean up. Beyond the hot attacks, Eric's Magmar also has Psychic and Strength, both of which work effectively against Pokémon of all shapes and sizes.

- Flamethrower
- Fire Blast
- Strength
- Psychic

Vileplume

Solar Beam is an awesome attack in the proper hands, and this Vileplume makes good use of it. Eric often leads with Solar Beam, then uses Mega Drain to recover the health the Pokémon lost while taking in sunlight. Obviously this is a very good tactic against Water-types. Sleep Powder is also a good early option to ensure an easy fight, and Cut gives the Grass-type a chance versus Fire-types.

- Mega Drain
- Solarbeam
- Cut
- Sleep Powder

Gyarados

Although it's last on this list, Eric thinks his Gyarados is the pick of the litter. The Ice Beam is a strong move in the Water-type's arsenal, and Hydro Pump washes away any Ground-, Rock- or Fire-type challengers. Surf has pretty much the same effect, but since it has so many PP it's invaluable in battle. Finally, Hyper Beam is a vicious attack that can punish opponents that Gyarados is neutral against.

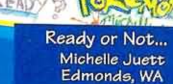
- Ice Beam
- Hydro Pump
- Hyper Beam
- Surf

Gallery

#33 Nidorino vs. #9 Blastoise
Damir Vazgird
Astoria, NY

Pokémon
Jeffery Rapess
Medford, NY

Snap!
Jonathan Veldhoven
Burns, TN



Ready or Not...
Michelle Juett
Edmonds, WA

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ENTER TO WIN! ENTER TO WIN! ENTER TO WIN! ENTER TO WIN! ENTER TO WIN! ENTER TO WIN!

MEW for the MILLENNIUM

1,000 Winners!

ATTENTION MEW-SEEKERS! YOU COULD BE THE LUCKY OWNER OF POKÉMON #151, BECAUSE WE'RE GIVING AWAY A MILLENNIUM'S WORTH OF THE RAREST POKÉMON OF ALL!

That's right. You heard correctly. There have been thousands of Mew sightings across the country as the rare Pokémon appeared at multiple mall tour stops, and we just can't bear to miss the fun. We've decided to give Mew away to 1,000—yes, ONE THOUSAND—lucky winners, and all you have to do to give yourself a chance is send in the information below on a three-and-a-half by five card. If you're one of the lucky winners, we'll send for your Game Pak, put the tiny Psychic-type on it, and send it back. Even if you don't have a Game Pak, we'll hook you up with a sweet Pokémon t-shirt if your entry is drawn! Remember, send us only an entry card. DO NOT send your Game Pak—we'll contact you if you're a winner. Good luck!

TO ENTER:

Print the following information on a 3 ½ x 5 card:

MEW GIVEAWAY

Name:
Street Address:
City, State/Provence:
Zip/Postal Code:
Telephone Number:
Member Number (if you are a subscriber):
Type of Pokémon Game You Own
(Red, Blue, Yellow, None)

SEND YOUR CARD TO THIS ADDRESS:

NINTENDO POWER
MEW GIVEAWAY
P.O. BOX 3580
REDMOND, WA 98052

You probably know by now that Mew is a Psychic-type that can use any TM or HM known to man (or Pokémon).

If you don't own a Pokémon Game Pak, you'll catch this excellent Pokémon t-shirt if your entry is drawn!

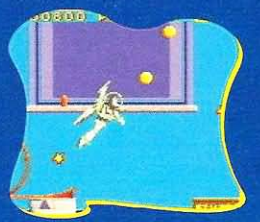
OFFICIAL ENTRY RULES

No purchase necessary. Only U.S./Canadian residents (excluding Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, print your name, address, telephone number, and MEW GIVEAWAY on a plain 3.5" x 5" card, and mail the entry to this address:

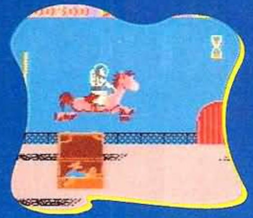
NINTENDO POWER
MEW GIVEAWAY
P.O. BOX 3580
REDMOND, WA 98052

One entry per household. Entries must be received by 1/2/00. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. NOA is not responsible for unsolicited Game Paks sent in. Entrants consent to being placed on a mailing list for promotional materials. On or about 1/15/00, winners will be randomly drawn from eligible entries. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. NOA will attempt to notify winners by mail by 2/15/00. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. Unclaimed prizes will not be awarded. For a copy of these rules, or (after 1/31/00) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Grand Prize: One thousand (1000) entrants will either have the Mew data transferred to their Pokémon Game Paks or will win a t-shirt. Winners of the Mew will be required to mail in their Game Paks to NOA. If a winner does not own a Pokémon Game Pak, they will receive a t-shirt instead. Mew data has no retail value. Approximate value of t-shirt is $20.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. Winners (and, if winner is a minor, his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect.

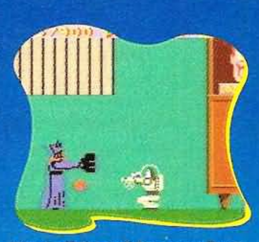
You Have Been Chosen!



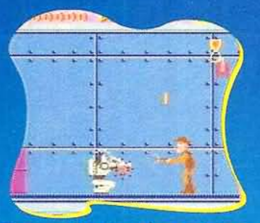
Spread your wings and fly to Al's Toy Barn – and beyond!



Gallop across the airport atop Bullseye to rescue Woody!

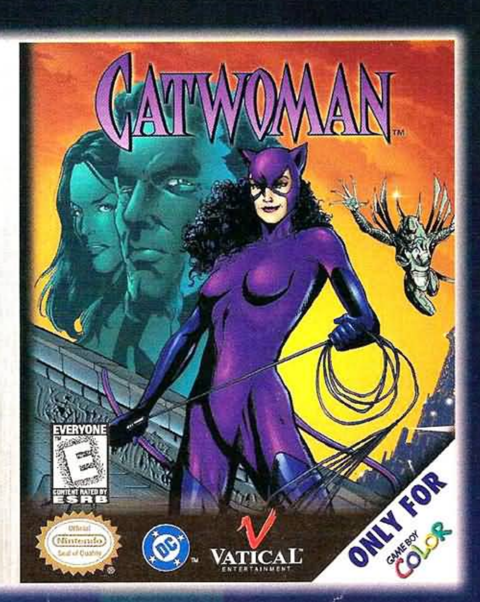


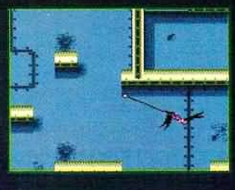
Ward off the evil Emperor Zurg and his minions in Al's Toy Barn!

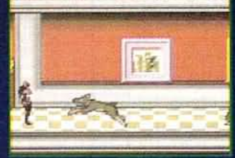


Fire your disc launcher to defeat the Prospector's henchmen!

GAME BOY® COLOR







FEATURES

- *User-friendly, intuitive commands are easy to learn.*
- *Catwoman features plenty of gymnastic-style fighting moves, but you need to know which ones work best on certain foes.*
- *Dramatic cinematic scenes between stages keep the action going at a heart-pounding tempo.*
- *Stunning, full color backgrounds.*
- *Game design rewards covert strategy instead of mindless punching and kicking.*

COMING JANUARY 2000

www.vatical.com

COUNSELORS' corner

Banjo-Kazooie

HOW DO I ENTER THE SPHINX IN GOBI'S VALLEY?

The sphinx may be the inscrutable remnant of a lost civilization, but he's subject to the same human frailties as the rest of us. Ride the carpet to his back, then Flap Flip jump to one of the two cacti in front of him. Fire an egg into one of his nostrils, then the other. He'll lose his stoic composure and let go with a sneeze. He'll also forget about the entrance that he had been guarding with his front paws. Open Sesame.

Take a magic carpet ride to the top of the big ancient animal, then make your way to his snout. Flip over to the cactus.

Everybody's got a weak spot, but the sphinx has two. Lay a couple of eggs into his nasal cavity to make him look for a hanky.

? WHERE ARE THE PRESENTS FOR BOGGY'S KIDS? ?

You can't really blame Boggy for forgetting his children's presents. He's been sled racing all day. You'll have to trudge all over the winter wonderland to make up for his oversight. First, head for the tree and climb inside to find a red present. The green present is off on an island behind the big snowman. You have to climb up to the top of uber-Frosty himself to find the third gift. It's resting on the snowman's nose. Playing Santa to the polar bear cubs will get you more than milk and cookies. They'll be impressed enough to hand over a nice gold Jiggy.

Find the base of the tree near the wooden walkway, then jump inside. Climb inside the tree to find the red present.

A tiny island of ice floats in the frigid water just behind the snowman. Use a double jump to the get to the green present.

Make your way up the red and yellow scarf to a jump pad, then shock jump up to a wooden platform. The blue present is on his nose.

▶Duke Nukem: Zero Hour

HOW DO I GET TO WET WORLD?

You'll be eligible for membership in the Polar Bear Club by the time you get to this man-made island. After you grab Power Cell Delta in the Nuclear Winter level, exit the garage and head for the burning cars down the street. Use the elevator shaft to get to a teleporter. You'll find a frozen platform over some frigid water. Swim over to the far-left corner to find Wet World.

Follow the warm, inviting light of burning cars to the now defunct elevator shaft.

Take a dive from the icy platform to the icy water, then swim to the next level.

HOW DO I DEFEAT BOSS HOG?

This cowboy pig would love to take his tank out for a victory lap at your expense, but Duke's got more than enough firepower on hand to turn this boss into pork chops. Grab the Havoc Multi-Launcher and unload all your rockets into Hog's tank. Next up is the AGL-9 grenade launcher, which should season up the Boss nicely for the final pig roast. When you run out of grenades, use whatever is left in your arsenal to send him squealing. The armor-plated animal has heft on his side, but Duke is a lot faster. Use your speed—and Boss Hog's predictable movement—to get into position. When he passes by on his circular route, get behind him and blast away. After you've expended your heavy weapons, it shouldn't take long to finish him off with conventional guns.

Pick up the Havoc Multi-Launcher and serve up your first course of high explosives.

Use your quickness to get behind the revolving razorback, then hit him in the back.

WHAT IS THE ESCAPE ROUTE FROM FEDERAL JAIL?

You up and got yourself thrown in the hoosegow. Now it's time to make a break for it. Two Wild West women are the keys to getting out. After finishing off your guard, hook up with the cowgirl and follow her to the exit door. You'll find her Native American counterpart—the Indian Maiden—on the other side. She'll take you to the next escape door. Find a series of keys to make your way to the West Wing.

Lasso a ride with the cowgirl. She'll take you to the first door you need to find. Pull the switch to open the way.

The Indian Maiden will pick up where the cowgirl left off. Get through the next door, then start looking for the East Wing Key.

Take the East Wing to the South Wing and the West Wing. You'll find a room there with a conveniently pre-blasted escape hole.

▶ The Legend of Zelda: Ocarina of Time

HOW DO I OPEN THE SHADOW TEMPLE?

The Shadow Temple is pretty much where you would expect to find it—in the Graveyard—but it's up on a ledge and out of sight. Play the Nocturne of the Shadow to warp up to the ledge, then enter the torch room. The torches need to be lit, but don't bother with your handy new Fire Arrows—you can't fire them fast enough. Reach into the old spell bag for Din's Fire to light them up.

The wistful Nocturne of the Shadow will get you to the entrance of the Shadow Temple.

One spell is worth a thousand Fire Arrows. Use Din's Fire to light all the torches at once.

HOW DO I MOVE THE PILLARS INSIDE JABU-JABU?

The direct approach will get you nowhere with the big electric pillars in Jabu-Jabu's belly. They seem to be impervious to all of your weapons, and you'll be french-fried if you touch them. Unfortunately, one of them is blocking a hole in the floor that you need to get through. To get rid of it, you'll have to head for another set of nearby rooms and destroy the tentacles in them. Each room has a temporary switch, so bring Princess Ruto along to help. Drop her on the switch so her weight will hold it down. Use your boomerang to make short work of the tentacles inside the room. Just Z-target them and hit them a few times to finish them off. After you've destroyed the third one, the pillars will disappear from the room where you found Ruto.

Take Ruto with you on your mission. Plop her down on the switches to enter the doors.

Why risk getting zapped? The boomerang is the easier method against tentacles.

WHAT'S THE BEST WAY TO EARN RUPEES?

If you're down and out in Hyrule and having cash-flow problems, there's an easy way to fatten your wallet. First, build up a supply of empty bottles, then to go bug hunting. Those spiderlike bugs you find under rocks are more than worth their weight in Rupees. Catch one in a bottle, then release it again to make several more will spill out. Catch those and repeat the process to fill up your bottles. You'll find people willing to pay for them in Kakariko Village and the Market.

Thar's gold under them thar rocks. These creepy crawlies will bring in big cash.

Bottle, release and bottle again. Bugs seem to multiply after you catch them.

Sell all but one of the bugs in the bottles so you can continue to replenish your supply.

Conker's Pocket Tales

WHERE IS THE LAST PRESENT I NEED TO GET IN THE BARN?

Nothing is more annoying than showing up at the door empty-handed. If you're scratching your furry head over where that last present is hiding, the odds are you missed one back at home. Walk over to the left of Conker's House and start digging for the most commonly overlooked present. Then head back to the Barn, which will serve as your entryway to Vulture Ville.

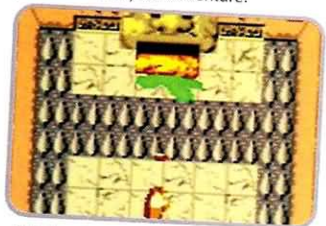
You may end up one present short at the barn. If so, you probably left it at home.

Go to the left of your house and start excavating. You'll find your ticket to Vulture Ville.

? HOW DO I DEFEAT SIEGFRIED THE GOLEM? ?

Travel deep into the Aztec Temple to find the big stone head with the unlikely name Siegfried. The Evil Acorn's rock-faced friend is the last major boss to battle before facing the nasty nut himself. The key to defeating him is to keep moving and keep firing. The big bully can spew out lots of enemies, so squirrel away plenty of conkers in your ammunition belt. Shoot all the bats he spits at you until you can take on stone face himself. He'll try to pull you into a wall of spikes by taking massive gulps of air into his lungs, but you can fight the fierce winds by pushing the opposite direction on your Control Pad. When the tsunami ends, start firing conkers into his mouth. You'll have to go through this process several times, but you'll eventually erode the statue's will to do ill. Once Siegfried is so much gravel, you can finish your adventure.

Keep plugging away at the barrage of bats old blockhead keeps spitting your way. You'll get a shot at the Golem himself afterward.



Fight the wind with the Control Pad to avoid getting sucked into the spikes. When Siegfried stops inhaling, fire at his mouth.

Q&A FAST FACTS

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

HYBRID HEAVEN

Q: Is there a way to enhance my levels?

A: In Creature Battle Mode, play Survival, then save your data.

Q: What's the advantage to playing at higher difficulty levels?

A: Hard and Ultimate difficulty levels will give you different codes at the end of the game.

CASTLEVANIA

Q: Are there different endings in the game?

A: Yes. There are two possible endings for each character. You fight either Malus or Vincent at the end.

Q: Is there a way to defeat the red skeletons in the Clock Tower?

A: No. All you can do is stun them.

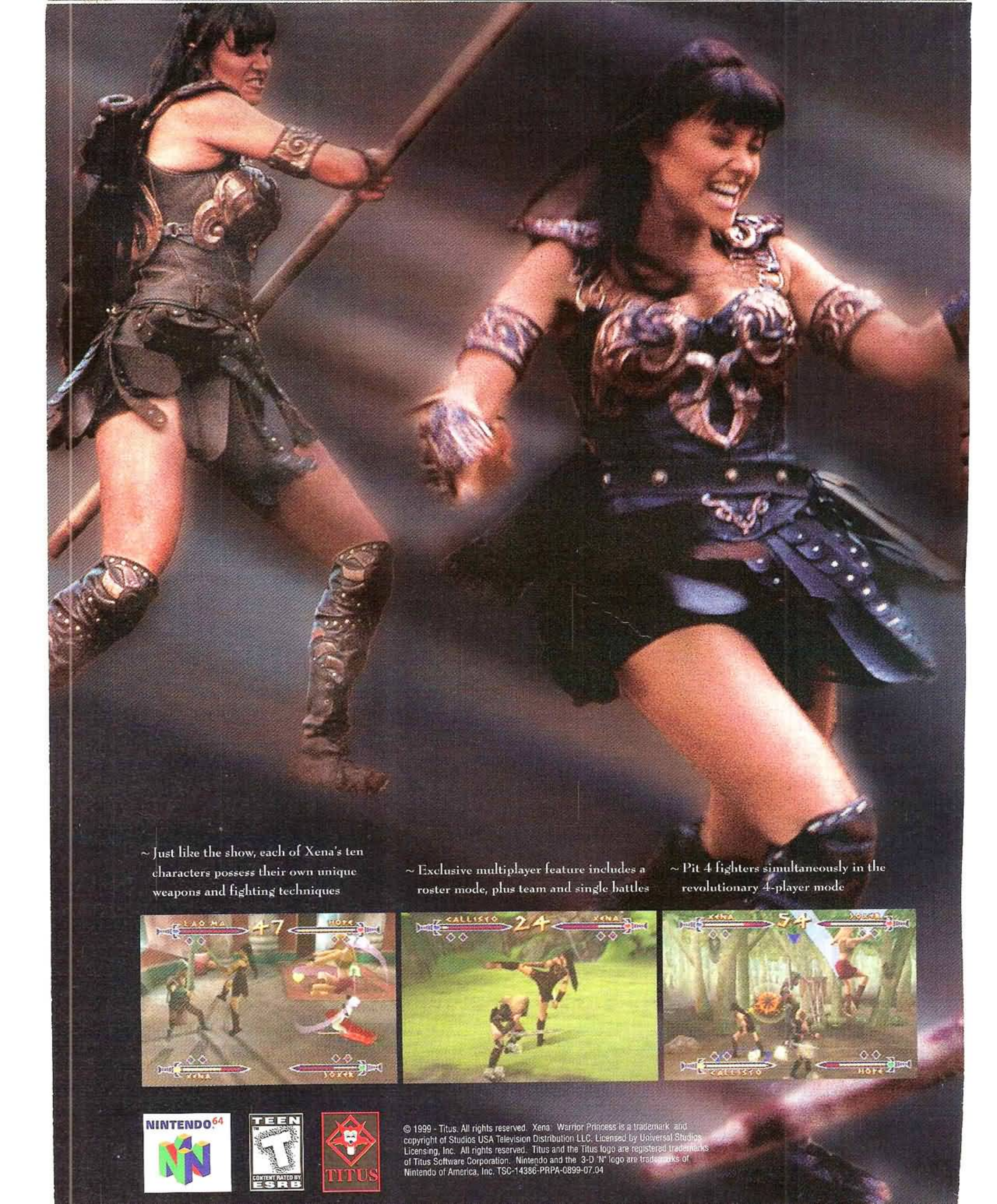
TUROK 2: SEEDS OF EVIL

Q: How do I get more weapons for multiplayer?

A: You can't. The Customize Weapons choices are all you get.

Q: Where is the Assault Rifle in Single-Player Mode?

A: It exists only in multiplayer.


~ Just like the show, each of Xena's ten characters possess their own unique weapons and fighting techniques
~ Exclusive multiplayer feature includes a roster mode, plus team and single battles
~ Pit 4 fighters simultaneously in the revolutionary 4-player mode
NINTENDO64
TEEN
T
CONTENT RATED BY
ESRB
TITUS
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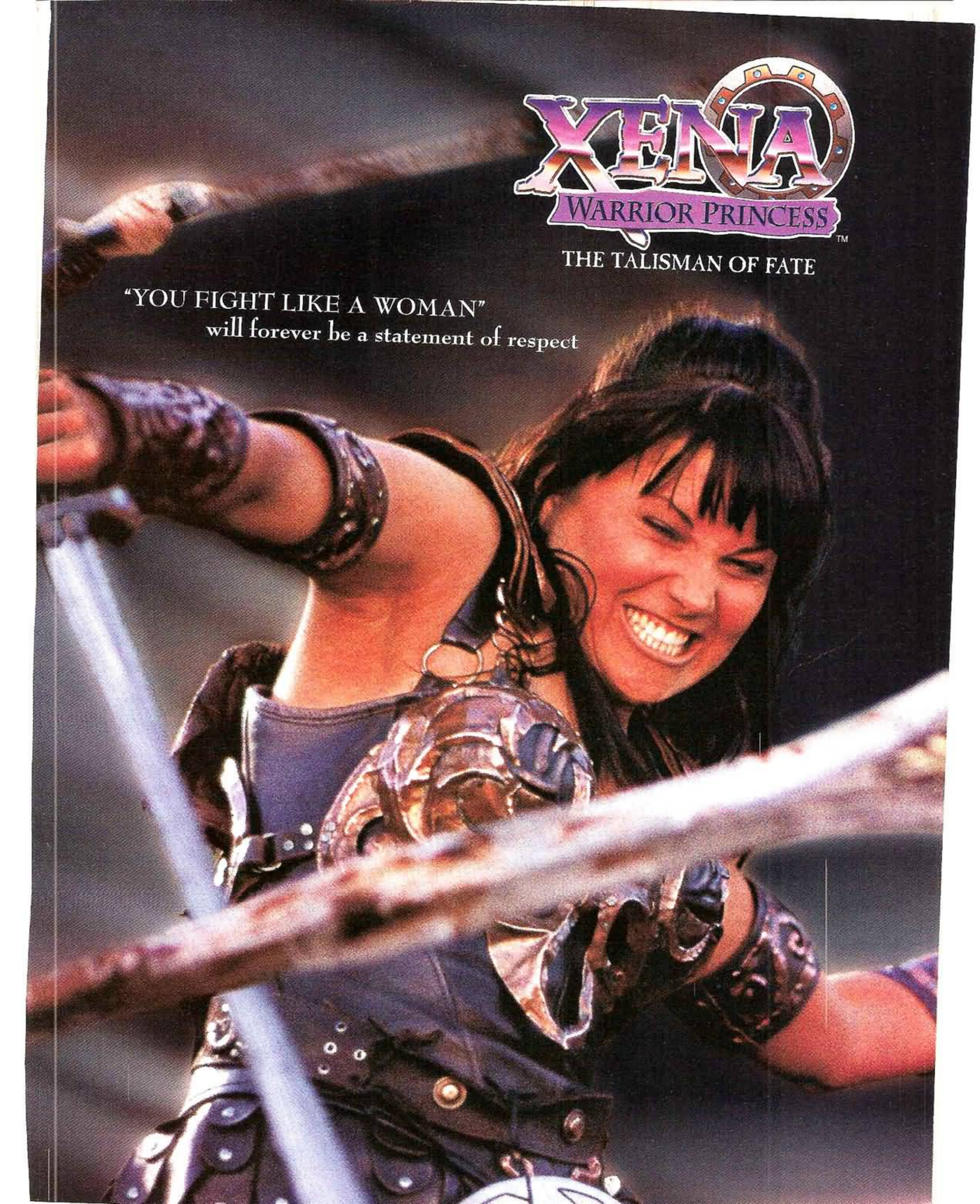

XENA
WARRIOR PRINCESS
TM
THE TALISMAN OF FATE
"YOU FIGHT LIKE A WOMAN"
will forever be a statement of respect

TOP GEAR RALLY 2

EVERYONE

E

CONTENT RATED BY ESRB

If you live for the checkered flag, it's time to gear up for the hottest rally action ever on the N64. Kemco's Top Gear Rally 2 pulls up to the starting line with excellent depth, graphics, innovation and play control. It doesn't get any better than this.

Rally, Rally Cool

So what's a rally all about? Rally racing takes place on real roads and off-road tracks, through all sorts of conditions including sand, mud, snow, fog and darkness, and you race against the clock instead of other cars. TGR2 has all that and more. Imagine mud flying up and sticking to your bumper or taking damage to the vital systems of your car. TGR2 features 14 real cars from Subaru, Toyota, Mitsubishi and other racing teams and dozens of components for customizing and repairing your vehicle. There's a career element, as well, that requires players to earn points toward new teams, faster cars, and more challenging cups by winning as many races as possible. At the highest level of the game, an innovative Random Track Generator ensures that drivers will face ongoing challenges. All this plus a four-player mode, superior graphics, over 100 tracks, Rumble and Controller Pak support and great sound place TGR2 top in its class.

Modes

The development team at Saffire set out to include everything except the kitchen sink in TGR2. They succeeded brilliantly, and we suspect that if you look hard enough, you'll find the sink, too. The four major modes of play cover everything from learning how to drive a rally race to competing against three other players or cooperating with a team driver.

Championship

The road to the championship passes through five Cups, each featuring three to five race tracks with three to five legs per track. You'll collect Sponsor Credits and Championship Points by winning races.

Team Championship

Double your fun by racing in the two-player, cooperative Team Championship Mode. Combining your and your teammate's scores will determine how you place on each leg compared to the CPU team.

Versus

You'll race two, three or four cars driven by human opponents in the head-to-head Versus Mode. Race on any track or use the Random Track generator to create a new course. Your car won't take damage, so just go nuts.

ARSG Rally School

School is your ticket to the fast track. By passing the ARSG Rally School tests and earning licenses, you can bypass cup races and open up all the tracks. It's not quite as easy as it sounds.

Support Van

TGR2 boasts the best shopping in video game racing. We've listed all the parts available for the first four cars in the game. (It's just a small sample of the total.) Look at the attributes and cost of each part before making your purchases.

	Suspension	Stabilizers	Muffler	Filters	Radiators	Intercoolers	TurboDump
Sport Serro	CGR RoadBolt 150 CGR TwinBolt 246 CGR OffRoad 350	BullDog Basic Set BullDog TwinBolt	Blue Stripe Silencer Blue Stripe Full-Sys Jannoc Turbo Pack	AB Panel Filter AB (ITG) Filter	Lynx stock 101 Lynx Xtra 550	Co2 Charge Cooler Co2 ITC101	Tidy MightyMight Tidy Nitroglycerin
Twin Racing	Duratech Avo Dax-AntiHard 200 Dax-AntiFirm 345	RockArm Flex Set RockArm SuperFlex	BlueStripe Silencer BlueStripe Full-Sys Marty-K Full Exhaust	Euroll A-F-I Kit Euroll Ram Pod	Lynx stock 101 Axion SuperRadiator	Co2 Charge Cooler CLR 436 IC	AB Accellerator AB AccelleratorXP
Midnight Motors	CGR RoadBolt 150 CGR TwinBolt 246 Dax-AntiSoft 245	BullDog basic Set BullDog TwinBolt	BlueStripe Full-Sys Jannoc Turbo Pack Marty-K Full Exhaust	ClearAll A-F-I Kit ClearAll Ram Pod	Lynx stock 101 Axion SuperRadiator	Co2 Charge Cooler Co2 ITC101	Tidy MightyMight Tidy Nitroglycerin
Lariat	Dax-AntiSoft 245 CGR TwinBolt 246 CGR OffRoad 350	RockArm Flex Set RockArm SuperFlex	BlueStripe Silencer BlueStripe Full-Sys Jannoc Turbo Pack	Euroll A-F-I Kit Euroll Ram Pod	Lynx stock 101 Gladiator	CLR Charge Cooler CLR 436 IC	Vfast Overdrive Grendon Violator
	Dump Valves	**GearBox**	**Drive trains**	**Brakes**	**Tires**	**Tires**	**Computers**
Sport Serro	Total A Dump Valve Total B Dump Valve	Torx TL40 Mid Torx TH38 Accel Torx TL43 Top	Jack R35 TorxALD TorxHED	Dime Turbo Spec Force 16 V Spec Complete 18	TD2 Stock 250 LX Tarmax 150 TD2 Stock 350 LX Tarmax 450	Chali RainCutter 250 TD2 Stock 650 Chali TrailBlazer 650 ProG Blizzard 350	Sintek Neptune Genesis
Twin Racing	ProAir Flourocarbon ProAir Silicone-Poly	Torx TH38 Accel Torx TL40 Mid Torx TL43 Top	Jack R35 Jack AL40 Jack ED45	Dime Turbo Spec Force 16 V Spec Complete 18	TD2 Stock LX 150 TD2 Stock 250 LX Tarmax 200 Chali RainHydro 650	LX Tarmax 450 Chali TrailBlazer 250 Chali TrailBlazer 650 ProG Blizzard 350	Sintek Neptune Genesis
Midnight Motors	Total B Dump Valve Total Flourocarbon	Torx JShift Mid Torx JShift Accel Torx JShift Top	TorxECD TorxALD TorxHED	Dime Turbo Spec Force 16 V Spec Complete 18	TD2 Stock 250 LX Tarmax 150 TD2 Stock 350 LX Tarmax 450	TD2 Stock 650 Chali RainHydro 650 Chali TrailBlazer 650 ProG Blizzard 350	Sintek Neptune Genesis
Lariat	ProAir Flourocarbon ProAir Silicone-Poly	Torx TH38 Accel Torx TL40 Mid Torx TL43 Top	Jack AL40 Jack ED45 Jack HE50	Dime Turbo Spec Force 16 V Spec Complete 18	TD2 Stock LX 150 TD2 Stock 250 LX Tarmax 200 TD2 Stock 350	ProG IceGrip 200 Chali RainHydro 650 LX Tarmax 450 Chali TrailBlazer 650	Sintek Neptune Genesis

Cup Races

Rally racing requires equal parts of skill, strategy, courage and recklessness. Beginning with the relatively easy tracks in the Amateur Cup, Rally ramps up the challenge with each new series of races. Weather and road conditions also come into play, making some courses extra tricky. Basic racing strategies will help, and we've put together specific tips to keep you on track.

Amateur Cup

The three races in the Amateur Cup consist of three legs each. The first track, called Eagle Heights, winds through mountainous terrain while the St. August Annual rolls through farmland and the 100 Waters Classic splashes into a muddy jungle.

Tutorial Race

This quick course teaches about game elements and rally terminology. One run through it should get you up to speed.

Eagle's Dare

Tap the hand brake (bottom C Button) to slide around the hairpin curves as quickly as possible.

Eagle Depths

Eagle's Heights has some deep puddles. Head to the right side of the water to avoid the biggest splash.

August Directions

Arrows for upcoming turns sometimes appear when you're in an earlier turn. Don't crank the wheel too early.

August Towns

As you roar into the town areas of the St. August Annual, look for a right-angle turn to the right. Tap your hand brake and slide through the turn, avoiding the curb.

100 Waters Splash

The streams on this track will slow you down, and the rocks will ruin your suspension and tires. Branches are a big problem, too. We don't recommend using the distant, third-person camera.

Sprint Cup

Featuring four legs each, these three races take place in South America. The Benin City drift is a night race through farm country. Ladsughlin Speedway rolls through a desert. And the Northwestern Rim race climbs into the Andes Mountains.

Benin at Night

Sharp turns appear suddenly out of the night in this race. Pay close attention to the turn arrows.

Benin Bashing

Crashes with fences and other roadside obstacles in result in damage to your car. Avoid all collisions.

Ladsughlin Rails

Some legs of the Ladsughlin race cross over railroad tracks. If you take these at full speed, you may have a blowout. Look for jumps that will send your car flying over the hazard or slow to less than 30 mph.

Northwest Puddles

The mountain road of the Northwestern Rim race splashes through several puddles. The water is shallower on the right side than in the middle. When you see water ahead, steer for the edge.

Northwest Shorts

Always look for arrow signs that indicate a shortcut route. It may lead off the main road, but you'll pick up time. There are several shortcuts on these tracks. Look for them all.

National Cup

The four National Cup races take place in an Africa strangely devoid of life. Each race has three legs, and the terrain ranges from a soupy jungle mudfest to a rally romp through a rainy desert. The tracks are tougher, and the competition is faster than ever.

Brazzaville Blockage

The low-hanging branches of the trees along this track make it difficult to see the road ahead. Keep to the center and closely follow the turn arrows.

Handling Desolation

The soft soil of the desert course becomes slick with rain. Your car will handle better with a loose setting under these conditions.

Desolation Dangers

More railroad tracks await racers who make it to this desolate valley. It's best to slow your car down to avoid a blowout.

Timberline Safety

Follow the arrows even if it looks as if the road is straight. In the first leg, you'll crash into a wall if you ignore the arrow sign.

Pro Sport Spots

This race is full of sharp turns leading into walled lanes. Enter the lanes with care, avoiding the large, rectangular stones.

Pro Sport Equipment

You'll find a mix of road surfaces in the Pro Sport race. It's a good idea to spend the Sponsor Credits necessary for all-terrain tires.

World Cup

The next to last step in the game is the World Cup. Asia is home to a series of four races, each with four legs, that will test your stamina and skill. The challenge takes you from the Himalayas to Southeast Asia, through snow, deserts and monsoons.

Jaipur SubZero

Spend some credits on the ProG SubZero 650 tires. They're excellent on snow, mud, rain and dirt.

Porto-Novo Togo

The second leg of the Togo track takes place at 11:00 P.M. Try the first-person view for the best visibility.

Gurtch Fences

The Gurtch course is all fenced in, meaning there are very few good places to pass other cars. Be patient.

Gurtch Trestle

The road dips and turns under the railroad trestle, and it's very narrow. Slow down and stay on the road.

10,000 Lakes Maniacs

You can't judge your performance by the position of other cars in this game. You're racing against the clock, so you can drop several places even if no car passes you.

Night of 10,000 Lakes

Night has fallen and snow is falling—not a good time to stomp on the gas. Watch out for streams and bridges. Stay close to the car in front of you so you can see where it turns.

Rally Cup

The final five races take place all over the world, and each track has five legs. To make things even more interesting, the tracks are laid out randomly. Although the basic terrain remains the same each time you enter one of these races, the actual turns and twists of the track will change. Even though the challenge is always fresh to you, it seems as if the CPU drivers know their way around the new courses. That makes these races tougher still. Pay close attention to arrows and other cars.

International Tires

Buying a good set of snow tires is the most important preparation for the International Drift race.

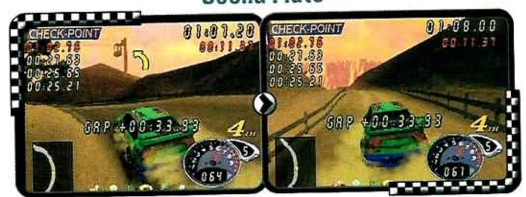
International Turns

The turns are treacherous even with studded tires. We recommend caution on all but the easy turns.

Ambdalin Run

Back in the jungle terrain, the Ambdalin Run throws all sort of fun things at you, and most of them have something to do with water. Watch out for rocks in streams and stay to the sides of puddles.

Socna Flats



The desert is a true test of driver and machine. The sandy track is loose, the corners are tight, and obstacles such as railroad tracks can ruin your day instantly. Remember to tap the hand brake on hard corners.

Jaipur Heights Supercross

The mountain course, even though it is randomly generated, is characterized by thick fog and icy pavement.

African Republic Pro Rally

Count on this race being slick and messy. It's a jungle run through swamps, rivers and lots of mud.

The Winner's Circle

A big part of opening up higher Cup challenges in TGR2 is your ability to access faster cars. As you win races and earn Championship Points, new sponsors will approach you and ask you to race for them. If you go, you'll lose 20% of your total Sponsor Credits, but you'll get a faster or better car to drive. This is just another example of the great depth of this racer. Drive it today.

Drivers Board

Go to the Drivers Board to see which teams are offering you a position. As you scroll through the available cars, compare the Horsepower, Handling and Top Speed ratings.

Chart Comparison

The chart to the right of the car model shows the relative differences between cars. The blue graph is for the car you're checking out, and the red section is for your existing car.

player's poll contest

CAN YOU TAKE IT?

WIN A TRIP TO

WWF WRESTLEMANIA 2000

See ya in L.A. Jabroni!

enter to win!

GRAND PRIZE

1 Winner

PIN DOWN A PAIR OF TICKETS TO THE BIGGEST PAY-PER-VIEW EVENT OF THE YEAR! GO TO **WRESTLEMANIA 2000 IN LOS ANGELES!** YOU'LL CHECK OUT FANFEST 2000 WHILE YOU'RE THERE AND WIN **WRESTLEMANIA 2000** FOR YOUR N64!

2ND PRIZE

- **WRESTLEMANIA VIDEOTAPE SETS**

BRING HOME ALL 14 WRESTLEMANIAS WITH ***A WRESTLEMANIA: THE LEGACY*** BOX SET.

- PLUS **WRESTLEMANIA 2000** FOR YOUR N64!

5 Winners

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NINTENDO POWER
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One entry per household. Entries must be received by January 2, 2000. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions, injuries, or damages caused by events beyond the control of NOA; or (c) printing or typographical errors in any materials. Entrants consent to being placed on a mailing list for promotional materials. On or about January 15, 2000, winners will be randomly drawn from eligible entries. Canadian entrants may be required to correctly answer a skill testing question within a specified time period to claim a prize. NOA will attempt to notify winners by mail by February 15, 2000. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after January 31, 2000) a list of winners, send your request to the address above. WA/VT residents may omit return postage.

Prizes: Grand Prize: One winner will win a trip for two to WrestleMania 2000 and a WrestleMania 2000 Game Pak for the N64, approximate retail value (ARV): $3,000.00. Grand Prize includes round-trip coach airfare, complete hotel accommodations, ground transportation at the destination, meals, and tickets to WrestleMania 2000. Second Prizes: Five (5) entrants will each win a WrestleMania 2000 Game Pak for the N64 and a boxed set of WrestleMania videotapes, ARV: $210.00. Third Prizes: Fifty (50) entrants will each win a Nintendo Power T-shirt, ARV: $10.00.

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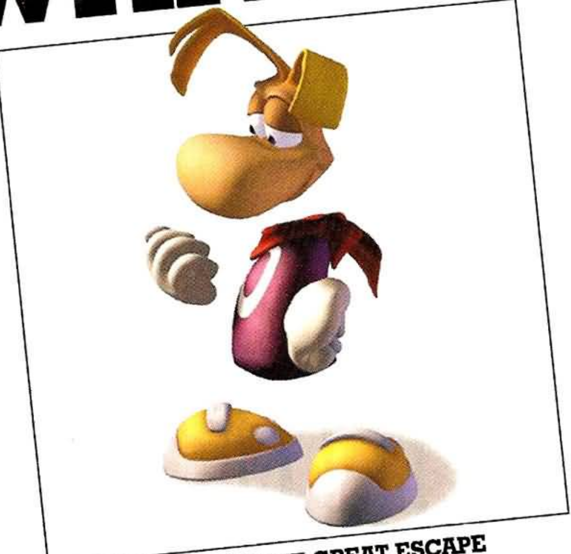

RAYMAN® 2:THE GREAT ESCAPE

- Last seen saving an amazing 3D world
- Active in rainforests, swamps, lava flows, undersea caves, and more
- Swims, skis, swings, rides rockets, throws fireballs, flies with hair, frees friends
- Seeking 1001 lums and the four faces of Polochus
- Fast, magical, strong dislike of pirates

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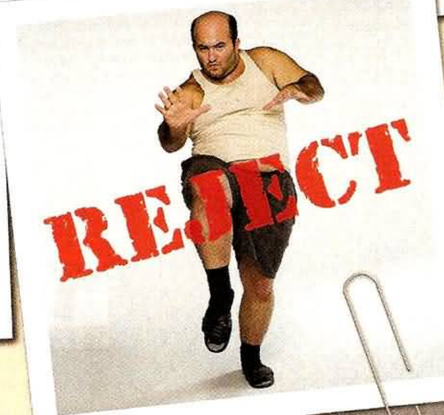


NINTENDO® 64

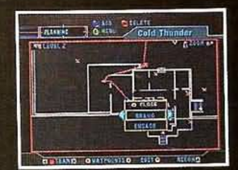
UBISOFT.COM

IF YOU'VE COMPLETED GOLDENEYE U., RAINBOW SIX IS THE GRITTY, COUNTER-TERRORIST GRADUATE COURSE FOR MASTERS. ANYTHING LESS THAN PERFECT EXECUTION IS REWARDED WITH AN F FOR FAILURE. ONE SHOT IS ALL YOU GET.

Tom Clancy's RAINBOW SIX™

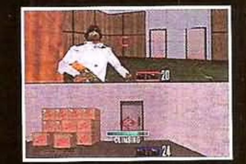
The Storm Watch

If you fail to plan, plan to fail. Rainbow Six takes realistic action to the next level of challenge. Players are in total control of planning, personnel and execution of missions all around the world, from the jungles of Africa to the halls of power in Washington, D.C. Red Storm teamed up with Saffire Corp. to create this one-of-a-kind thrill for the N64.



DOUBLE AGENTS

In addition to its one-player game, Rainbow Six also boasts a great two-player cooperative mode. Each player heads up a team of two agents, tackling any of the missions that have been opened in the one-player game. Coordinating your movements makes for an even more realistic experience.



NP: HOW IT RATES

Rainbow Six got a T from the ESRB. The game has animated violence, blood and gore. The blood can be turned off, but the gunplay is quite realistic.

A Rainbow Coalition

No country is safe from the threat of terrorism, which is why the Rainbow group was created from top operatives from around the globe. These specialists are rated in ten categories, such as Aggression and Firearms, to help you build effective teams. If you pick a bad team, don't worry. You can always start the mission over, learning from your mistakes, until you get it right.

SPECIALIST SKILLS

Assault — Some missions require firepower. Look for team members with high ratings in Firearms, Aggression and Stamina. Grenade skills are also useful.

Recon — In many missions, you'll have to get inside and look around to find the terrorists or hostages. The Stealth and Self-Control ratings are important team attributes.

Demolition — There will be times when you need a demolition expert on the team. A high demolition rating means that the agent can set or defuse bombs quickly.

Electronics — Electronics experts have the skills to plant bugs quickly, pick locks, bypass security systems and splice video tape when necessary.

ARNAVISCA, SANTIAGO — ASSAULT

RCT0031-A1044

Aggression:	72	Demolitions:	24
Leadership:	81	Electronics:	34
Self-Control:	94	Firearms:	100
Stamina:	83	Grenades:	65
Teamwork:	92	Stealth:	82

Santiago earned his reputation as an expert marksman as a young man in his native Spain. Although he has an aristocratic background, he is most comfortable as an advisor and team member, and he is cool under fire.

BOGART, DANIEL — ASSAULT

RCT0047-A1109

Aggression:	89	Demolitions:	20
Leadership:	96	Electronics:	20
Self-Control:	93	Firearms:	98
Stamina:	97	Grenades:	50
Teamwork:	95	Stealth:	73

The crack marksman got his training with the FBI's Hostage Rescue Team before becoming one of the favorite leaders on the Rainbow Six team. He makes his home in Maine, so he knows all about keeping his cool.

BURKE, ANDREW — ASSAULT

RCT0049-A2267

Aggression:	91	Demolitions:	75
Leadership:	85	Electronics:	53
Self-Control:	75	Firearms:	93
Stamina:	94	Grenades:	67
Teamwork:	89	Stealth:	78

This Englishman has carried out countless missions for the SAS all around the world. Although not actually reckless, Burke tends to have overwhelming confidence in his abilities. He's as tough as they come.

CHAVEZ, DING — ASSAULT

RCT0047-X0566

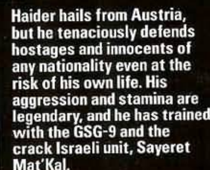
Aggression:	95	Demolitions:	71
Leadership:	100	Electronics:	67
Self-Control:	92	Firearms:	100
Stamina:	97	Grenades:	74
Teamwork:	94	Stealth:	100

Domingo started his career working with the CIA in narcotics interdiction. The one-time Angelino is a tactical whiz with a long but classified dossier. In addition to his leadership skills, he can handle firearms and close-quarters combat.

HAIDER, KARL — ASSAULT

RCT0007-A3709

Aggression:	100	Demolitions:	42
Leadership:	75	Electronics:	55
Self-Control:	71	Firearms:	89
Stamina:	96	Grenades:	71
Teamwork:	93	Stealth:	74



Haider hails from Austria, but he tenaciously defends hostages and innocents of any nationality even at the risk of his own life. His aggression and stamina are legendary, and he has trained with the GSG-9 and the crack Israeli unit, Sayeret Mat'Kal.

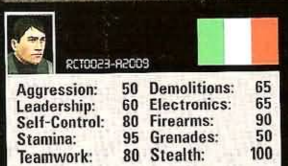
HANLEY, TIMOTHY — ASSAULT

RCT0005-A1299

Aggression:	93	Demolitions:	75
Leadership:	86	Electronics:	65
Self-Control:	84	Firearms:	91
Stamina:	100	Grenades:	84
Teamwork:	86	Stealth:	85

Hanley, an Aussie by birth, has led teams against terrorist groups on three continents. He has trained with the U.S. Delta Force and British SAS in addition to the Australian Tactical Assault Group, or TAG.

MALDINI, ANTONIO — RECON



RCT0023-A2009

Aggression:	50	Demolitions:	65
Leadership:	60	Electronics:	65
Self-Control:	80	Firearms:	90
Stamina:	95	Grenades:	50
Teamwork:	80	Stealth:	100

Maldini is a member of the Italian GIS anti-terrorist squad. His specialty is stealth, and he is known at the GIS as the Invisible Man. He is also a marathon runner and knows his way around a circuit board.

McALLEN, ROGER — DEMOLITION

RCT0011-A1932

Aggression:	70	Demolitions:	97
Leadership:	70	Electronics:	71
Self-Control:	70	Firearms:	96
Stamina:	98	Grenades:	100
Teamwork:	90	Stealth:	70

McAllen is an ex-mountie who always gets his terrorist. In addition to his combat skills, he is a demolition expert who can blow up or disarm any bomb. His accuracy with grenades is amazing.

MORRIS, GERALD — DEMOLITION

RCT0047-A0781

Aggression:	40	Demolitions:	99
Leadership:	72	Electronics:	54
Self-Control:	80	Firearms:	80
Stamina:	79	Grenades:	97
Teamwork:	89	Stealth:	71

Morris uses his brain rather than brawn as one of the premier explosives forensic experts in the world. Working with the Bureau of Alcohol, Tobacco and Firearms and the Korean 868 Unit, he has somewhat limited experience in the field.

RAYMOND, RENEE — RECON

RCT0047-A1342

Aggression:	75	Demolitions:	30
Leadership:	79	Electronics:	23
Self-Control:	90	Firearms:	97
Stamina:	91	Grenades:	85
Teamwork:	100	Stealth:	96

An expert in the psychology of terrorists and hostages, Renee is an excellent support member for any team. She served in Delta Force on her way to the Rainbow Six team and is considered a top-notch combat soldier.

WALTHER, JORG — RECON

RCT0017-A1615

Aggression:	76	Demolitions:	71
Leadership:	97	Electronics:	89
Self-Control:	90	Firearms:	96
Stamina:	96	Grenades:	83
Teamwork:	98	Stealth:	67

Walther was at the top of his class with the German GSG-9 anti-terrorist unit. Although the youngest member of the Rainbow Six team, he is accomplished in electronic surveillance as well as assault tactics. He is an exemplary team player.

YACOBY, AYANA — RECON

RCT0022-A4242

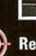
Aggression:	95	Demolitions:	30
Leadership:	65	Electronics:	86
Self-Control:	70	Firearms:	97
Stamina:	95	Grenades:	68
Teamwork:	75	Stealth:	97

Ayana was recruited to the Mossad, the crack Israeli counterterrorist unit, in 1997 after a stint with the Sayeret Mat'kal. She is a master of stealthy infiltration, and she has a reputation of being able to neutralize any hostile force.

Tools against Terrorism

The Rainbow Six team is outfitted with the latest in weapons and special devices for their missions. When you enter a mission, the game gives you default team members and weapon selections, but you should customize the equipment selections for all characters to make the most of their special skills.

FIREARMS

 Recommended for most missions

H&K MP5A2
H&K MP5SD5
The Heckler & Koch submachine gun is our weapon of choice. Terrorists react to the sound of gunfire, so the MP5SD5 silenced model is highly recommended.

H&K MP5K-PDW
This is a compact model of the MP5A2 for situations that require lighter arms, such as missions that take place in close quarters and narrow confines.

CAR-15
The compact model of the M-16 takes the place of a larger assault rifle when you still need maximum firepower. It's not recommended for stealth missions.

M16A2
This 5.56-caliber rifle from Colt can penetrate Level II body armor. It's the weapon of choice when you need to fire from long range.

Benelli M1
When you need a sledgehammer to blow open doors or flatten the enemy in dangerous, close-quarters combat, the Benelli recoilless 12-gauge is just the thing.

H7K MK23
H7K MK23-SD
The regular and silenced versions of this .45-caliber handgun are known for ruggedness and accuracy. Either one is a good choice as a secondary weapon.

H&K USP
H&K USP-SD
The slightly smaller .40-caliber weapon balances light weight and good stopping power. It comes in regular and silenced versions.

Beretta 92FS
Beretta 92FSSD
This 9mm pistol has low recoil and a large magazine, making it a good alternative to the H&K MK23. The silenced model is even more impressive.

BODY ARMOR

Although your team is equipped with default body armor, you should customize this selection, as well. Each type of camouflage suit comes in Light, Medium and Heavy varieties. Heavy class armor may allow you to take a few hits, but you'll be less stealthy.

Black

Camo

Desert

H.R.T.

Street

Tan

Wood

SPECIAL EQUIPMENT

Specialists usually carry this equipment, but you can outfit any team member with special items. Members who don't have a specialty should carry items such as the Heartbeat Sensor and Extra Magazines of ammo.

Demolition Kit — In the hands of an expert, the kit speeds up your dealings with explosives. If you know that you'll need to disarm or arm a bomb, take this kit with you.

Electronics Kit — When it comes to rewiring security systems or planting bugs, you'll be able to accomplish more in a short time when your electronics expert has this kit.

Lockpicking Kit — The slow process of picking locks is much faster if you have this kit. It can reduce the time that your team is locked out of the action.

Flashbangs — The bright flash and loud noise that flashbangs create can disorient terrorists, giving you a chance to take control of a room during the confusion.

Frag Grenades — It's important for experts to use these grenades, because in the hands of an amateur, they can bounce off walls and explode in your amateur's face.

Heartbeat Sensor — One of the coolest tools in Rainbow Six is the Heartbeat Sensor. You can see enemies through walls when your map display is active.

Extra Magazines — Nintendo Power may be the most essential combat item to carry with you, but you might want to take along extra magazines of ammo, as well.

Counterterrorist Training Manual

COORDINATED STRIKES

With two teams under your command, you can coordinate their movements to provide cover for each other and scout hostile areas from several angles. The computer-controlled (or robot) team often reacts faster than you do to threats, so they should move into dangerous areas first while your leader remains safe.

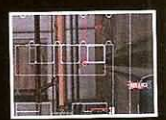
In this example, you can cover your team members as they move into a dangerous zone. Keep these situations in mind when setting up your waypoints during the planning phase.

In this mission, gunmen have cut off one team's advance. This is a good time to bring the other team around to the far side of the chamber where they have a clear shot.

SURPRISE PARTIES

Several technological aids can give you the advantage of surprise in Rainbow Six. The Heartbeat Sensor used in conjunction with the overlay map reveals the presence of enemies behind nearby walls. The sniper scope lets you strike terrorists from a great distance before they even know you're around.

When you have a long line of sight, use the scope to zoom in and check for enemies. Even if they're straight ahead, they won't see you if you're far enough away.



Keep one eye on the map to see if the Heartbeat Sensor picks up any nearby enemies. If it does, you'll be prepared to sneak up on them and position yourself safely.

THE SHELL GAME

It's a good idea to keep your enemies guessing with misdirection. Using your two teams, send your secondary robot team to open a door or draw fire while you take out the newly revealed enemies. Usually this requires careful planning, but sometimes you can improvise in the middle of a mission.

In this scenario, when your team is covering the door, give the Go Code for the robot team to enter. The terrorists will be out of position and give you an easy shot.

Flashbangs are a great help when you want to take a room. After throwing the flashbang, back away and around a corner so the disorienting explosion affects only the terrorist.

MD3: Sun Devil

OPERATIONS

The heat is on in Mission 3. A notorious drug lord has seized American and Brazilian workers from the Rainforest 2000 biosphere and is holding them hostage at his stronghold in the Amazon basin. Your Rainbow Six team must get in, rescue the hostages, and escape from the heavily guarded hacienda. Good luck.

RAINBOW WARRIORS

You won't have any electronic hassles or any need to blow things up, so stick with assault personnel. Chavez is the ultimate leader.

RED TEAM:	BLUE TEAM:	FIREARMS:
Chavez* Arnavisca	Bogart Burke	H&K MP5SDS (All) M16-A2 (Chavez)

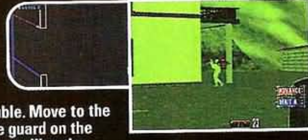
EQUIPMENT:

Heartbeat Sensors (All)
Flashbangs (All)

BODY ARMOR:

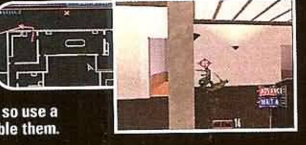
Camo Heavy (All)

PHASE 01



The outer grounds are guarded by just a few terrorists. As long as you locate them on the map, you shouldn't have any trouble. Move to the outer wall then look for the guard on the roof. There's also a guard patrolling the grounds. Use your scope to spot them.

PHASE 02



Head to the left side of the hacienda and enter by the first door, which leads into the kitchen. There are two guards inside, so use a grenade or flashbang to disable them.

PHASE 03

Send your second team to the front of the house then take out the two guards in the TV room to the right of the front door. Your first team can then proceed down the hall toward the basement stairs. Use a frag grenade to take out the guards at the stairs.

PHASE 04

Head down the stairs and open the door at the bottom. Just ahead is a guard. Move forward slowly and use your telescopic sight to target the terrorist. Then, before rushing in to save the hostages, look for another guard deeper in the cellar.

MD4: Eagle Watch

OPERATIONS

The Phoenix Group has risen from its own ashes to make another terrorist strike, this time at the heart of democracy—the U.S. Capitol building in Washington D.C. In the Senate Chamber, a U.S. Senator and another hostage are held captive. The Rainbow Team can't afford to make any mistakes on this one. The Eagle has landed.

RAINBOW WARRIORS

The only replacement on your team for this mission should be Renee Raymond, who is known for her stealth and teamwork, not to mention her sharpshooting. Once again, Ding Chavez leads the mission with his usual bravado.

RED TEAM:	BLUE TEAM:	FIREARMS:
Chavez* Arnavisca	Bogart Raymond	H&K MP5SDS (All) MK23-SD (All)

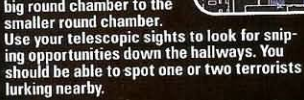
EQUIPMENT:

Heartbeat Sensors (All)
Flashbangs (All)

BODY ARMOR:

HRT Medium (All)

PHASE 01



As the mission gets started, move from the big round chamber to the smaller round chamber. Use your telescopic sights to look for sniping opportunities down the hallways. You should be able to spot one or two terrorists lurking nearby.

PHASE 02

Split up your teams and send them to the back of the building where you'll find two stairways, one to the north and one to the south. Watch out for terrorists along the way and on the stairs. Proceed slowly and use the map to see where the enemies are hiding.

PHASE 03

Once upstairs, you'll move from the stairwell to the hostage chamber. Clear out any rooms with terrorists in the immediate area. Open the door then step to the side for cover. The Heartbeat Sensor should indicate where the enemy is hiding.

PHASE 04

The guards on the balconies in the hostage chamber are the greatest threat. Each team should open a door on a different side of the room. This way you'll have a clear shot at each terrorist. After that, it's a simple matter of escorting the hostages.

*Team leader

MD5: Ghost Dance

OPERATIONS

Once again your mission is to rescue hostages, but this time the setting adds an extra thrill. A neo-Marxist faction in Spain has seized civilians in an amusement park. Making things even more desperate, the Pirate Ride where they're being kept is a maze of open catwalks covered by snipers waiting to foil your rescue attempt.

Rainbow Warriors

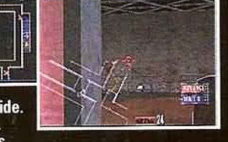
We're recommending the two top assault teams once again, as long as these agents are all still alive. Chavez should bring along a Lockpick Kit to speed up opening the outer door. Sharpshooters are a must on this operation.

Red Team:	Blue Team:	Firearms:
Chavez* Arnavisca	Bogart Burke	H&K MP5SDS (All) MK23-SD (All)

Equipment:
Heartbeat Sensors (All)
Flashbangs
Lockpick (Chavez)

Body Armor:
Street Medium (All)

Phase 01



Enter the building by the door to the left of where you began the mission and move toward the back of the building, one team on each side. Clear the rooms and catwalks as you go. Send your robot team up on the catwalks, relying on their training to take out foes.

Phase 02

At the back of the Pirate Ride building, pick the lock of the closed door, which will be your exit, and watch out for a nearby guard. Your map and Heartbeat Sensors won't pick up enemies at long range, so use your telescopic sights to find distant targets.

Phase 03

Look for the control rooms on the second level and dispatch the guard. From there, shoot through the windows to eliminate several guards in the hostage chamber. After that, go downstairs and follow the ride tracks through the water to reach the hostages.

Phase 04

You can also go into the Pirate Ride at the start of the mission. Two terrorists guard the first room and another guard is in the tunnel. More wait in the hostage room. With practice, you'll get all these terrorists and free the hostages in a few minutes.

MD6: Fire Walk

OPERATIONS

A splinter group of the Phoenix terrorist organization is holed up in a secret biological agent factory near Twin Falls, Idaho. Your teams must penetrate the tight security at the facility and prevent the leader from escaping. The only way to do that is to see that all of the terrorists are eliminated.

Rainbow Warriors

On this mission, you'll want all the specialists you can get. McAllen is your grenade guy. Walther can handle electronics, and Raymond has great Stealth capabilities. Bogart has all the qualities to be an excellent leader for this op.

Red Team:	Blue Team:	Firearms:
Bogart* Raymond	Walther MacAllen	CAR-15 (All) MK23-SD (All)

Equipment:
Heartbeat Sensors (All)
Frag Grenades (All)

Body Armor:
HRT Heavy (All)

Phase 01

This mission is time sensitive, and the objective is to incapacitate all of the terrorists at the facility. Your primary team should move quickly toward the main building, targeting any guards in the area.

Phase 02

Send your secondary team quickly toward the loading dock to take up position at the Humvee and stop any attempted escapes. That team will also hit any guards patrolling the east side of the facility, plus the guards in the loading dock area.

Phase 03

If the secondary team is in position, you can clean out the main building at your leisure, but expect massive resistance. Use your Heartbeat Sensors to find terrorists lurking in rooms and frag grenades to get rid of them safely.

Phase 04

Once you've eliminated the terrorists from the main facility, go back to the two outer buildings where you'll find a few stragglers. Again, it's a good idea to lob in frag grenades and let them do the dirty work for you.

*Team leader

The Story Behind the Book

The idea for Rainbow Six was born in the very first brainstorm session between author Tom Clancy and his newly organized game development team at Red Storm Entertainment back in 1996. Over the two years that followed, development on the game and the writing of the novel of Rainbow Six paralleled each other. But in the end, it was the game that had to be finished first. As a result, the ending of the game is different from that of the novel.

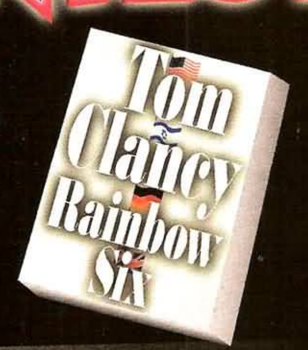
Saffire Corporation in Utah, which also created Top Gear Rally 2 and Xena: Talisman of Fate, did a stupendous job of recreating Rainbow Six for the N64.

CLANCY'S CONNECTIONS

Tom Clancy helped the Rainbow Six team in several ways as they worked on their innovative thriller. He introduced them to contacts and experts in the field of counterterrorism, including two close-combat trainers who volunteered to be the actors for the game's motion-capture data.

END OF THE RAINBOW CONTEST

Want to read Tom Clancy's alternate ending to the Rainbow Six? Enter to win one of 20 Autographed copies of his best-seller!



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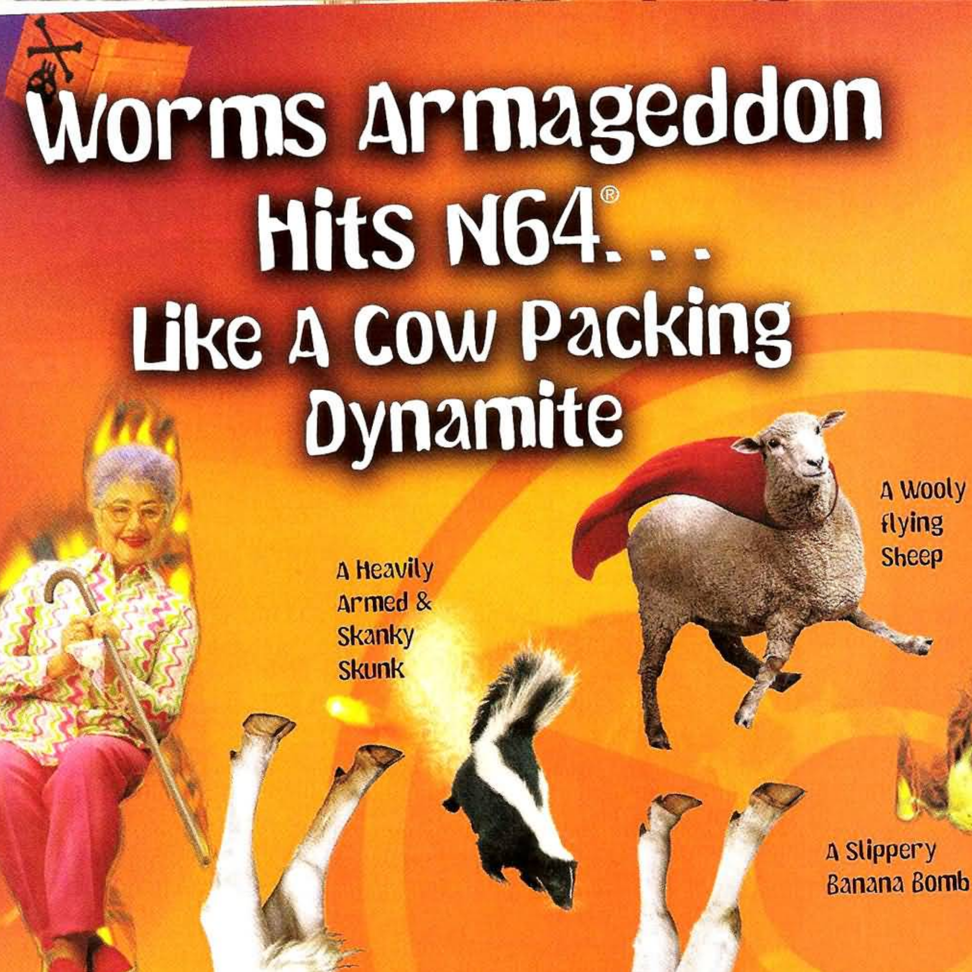

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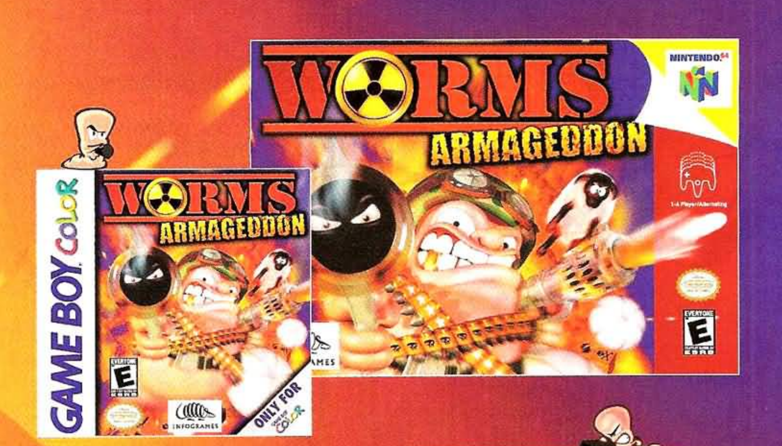

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INFOGRAMES
EVERYONE

El Presidente
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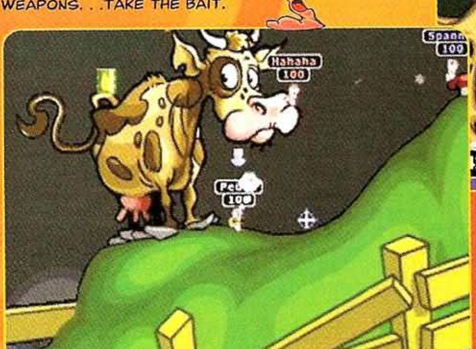
VENOM



Hahaha
100
43
VENOM

EVERYONE
E
CONTENT RATED BY
ESRB

NINTENDO64

GAME BOY COLOR

TEAM 17

INFOGRAMES

OPERATION Y2K COUNTDOWN

First of all, forget Dick Clark. Your mission, should you choose to accept it, is to make the most of the last few moments of 1999 with a multiplayer game party. New titles from Acclaim, Titus and Activision are arriving just in time for the big event. So get your hands on these new multiplayer games, invite a few of your closest buddies over, fire up your N64 and count down the hours until the clock strikes 12. The clock is ticking...

Use any of the 18 souped-up '70s funkmobiles to tear through 12 different battle areas. Blow up the other cars—and anything else that gets in your way.

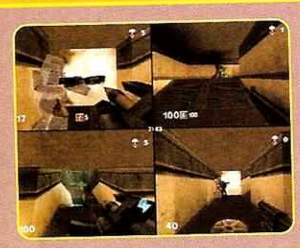
NP: HOW IT RATES

The ESRB has not yet rated this game, but we expect that, with its violence against automobiles, explosions and detailed weaponry, it'll earn a T.

So many choices, your head will hurt, including 17 characters, 16 weapons and 36 multiplayer maps. Use weapons. Defeat other players. Win the game. Winning is good.

NP: HOW IT RATES

Although it hasn't been rated, Turok will likely get an M rating for its realistic violence, copious blood and general savagery.



Kick it old school with this pseudo-mythological fighting force. Take on the quest to win the Talisman of Fate or fight in a four-player free-for-all.

NP: HOW IT RATES

Xena, too, has yet to be rated. Its intense fighting scenes and animated violence will probably put it in the T category.

December 31, 1999 - 6:00 p.m.

Mission- UNLOCK CHARACTERS AND LEVELS

OPERATION Y2K COUNTDOWN

Most games have characters, maps and weapons that you have to work for. While waiting for the guests to arrive, get into the games and unlock as many extras as you can. The bonus: you will gain experience with the games.

MASTER THE NEW FEATURES

Vigilante 8: 2nd Offense takes car combat to new levels. The game features 18 unique armed vehicles to tear around in. Some weapon enhancements are earned by destroying enemy vehicles, while others are just lying around waiting to be picked up.

UPGRADES

After you earn enough upgrade points, the cars gain new features, and ultimately, an all-new chassis. Saved game stats show how many points you've earned.

PROPULSION

Hoverpods, Hydrofloaters and Skis 'n' Treads are scattered around some levels. Each add-on changes the vehicle's wheels and the way it interacts with the environment.

GET TO KNOW THE NEW CHARACTERS

Nine characters are playable when the game starts, many of them new to the Vigilante 8 universe. They all have their own cars, with their own strengths and weaknesses. Each car also has its own special weapons.

VIGILANTES

SHEILA: WUNDERWAGON

Co-ed Sheila's Wunderwagon accelerates quickly but isn't very well armored. Still, it's groovy.

JOHN TORQUE: THUDERBOLT

John Torque and his superfast and funky ride, Thunderbolt, keep it real. Go on with your bad self!

FLYING ALLSTAR TRIO: DAKOTA STUNT CYCLE

Siblings Tomey, Romey and Leilah drive the weak but hard to target Dakota Stunt Cycle. Right on, man.

COYOTES

DALLAS 13: PALOMINO XIII

Dallas 13 online. Run Palomino XIII diagnostic: speed/acceleration/armor systems all operational.

NINA LOCO: EL GUERRERO

The car: El Guerrero. Fast, strong, easy to target. The driver: Nina Loco. Fast, strong, nobody's target.

MOLO: BLUE BURRO BUS

Meet Molo, every parent's dream. Juvenile delinquent, snappy dresser, Blue Burro Bus driver.

DRIFTERS

ASTRONAUT BOB O.: MOON TREKKER

Rogue Astronaut Bob O. monkeys around in the slow yet rugged and hard to target Moon Trekker.

GARBAGE MAN: GRUBB DUAL LOADER

The tough Grubb Dual Loader is the ultimate in luxury garbage trucking. Garbage Man couldn't refuse.

AGENT R. CHASE: CHRONO STINGER

Agent R. Chase drives a lunked-out, futuristic Chrono Stinger that is swift but somewhat vulnerable to attack.

UNLOCK NEW LEVELS

As with the original Vigilante 8, there are many characters and areas waiting to be unlocked in V8: 2nd Offense. If you meet all of the objectives in Quest Mode, you will unlock characters and vehicles.

GAME STATUS

The game status screen shows which characters are available. It's a sort of family tree divided into the good (Vigilantes), the bad (Coyotes) and the neutral (Drifters).

TURŌK: RAGE WARS

TARGET PRACTICE

Turok: Rage Wars takes the characters from the Turok series and places them into a first-person shooter. The game has a mixed arsenal of traditional and freaky weapons to play with and a ton of arenas to run around in.

ADJUSTABLE ARSENAL

The multiplayer game, which can be played alone versus the computer, allows players to choose five weapons of three different types (bullet, explosive, energy) to use in the game.

SECONDARY FUNCTIONS

Many of the weapons use the B Button to target, among other things. Press B to pump the shotgun for multiple rounds, to detonate the the Napalm Gel Gun's gel packs, or to charge up the Inflator and blow up the enemy with one hit.

WEAPONS

ASSAULT RIFLE

For a smooth, medium-speed, medium-power weapon that's very easy to aim, choose the Assault Rifle.

MAG 60

The Mag 60 shoots short bursts of ammo several rounds at a time and therefore runs through ammo quickly.

FLARE GUN

More than just a pretty light show, the Flare Gun's bursts of light are as persistent as they are painful.

TEK CROSSBOW

Turok's signature weapon is a medium-power crossbow best used on enemies at medium to close range.

SCORPION

Try not to get stung by the Scorpion—it's fine long-range, but if you get too close, you'll hurt yourself.

GRENADE LAUNCHER

Most damaging when the target stays in the right place, the Grenade Launcher is best used from a distance.

MINIGUN

The ammo-hogging Minigun is a very fast, somewhat jerky piece with pretty good accuracy at any range.

BOOMERANG

While almost impossible to use on a close enemy, the Boomerang excels at reaching around corners.

FREEZE GUN

Charge the Freeze Gun with B to freeze your enemies stiff, then switch to bullets and put the smack down.

PLASMA RIFLE

Aim this medium-speed, powerful weapon with the B Button for superior targeting at any range.

SHOTGUN

The Shotgun is slow but powerful. Pump it with the B Button to shoot several rounds at once.

EMACIATOR

This bizarre weapon shrinks its victim into nothingness. It's especially powerful after charging with B.

INFLATOR

With the fiendishly inventive Inflator, you can blow the enemy up until he bursts like a balloon.

NAPALM GEL

Shoot the gel packs from the Napalm Gel gun onto an opponent, then use the B Button to detonate them.

WEAPONS IN THE LEVELS

CEREBRAL BORE

TURRENT

Some weapons are simply lying around the levels. Exotic and evil, the Cerebral Bore brings new meaning to the phrase "hole in the head." The accurate and automated Turrent will shoot everyone but the person who activated it until it runs out of ammo.

ONE-PLAYER TRIALS

The status screen shows your progress through the map of challenges in the Trials Mode. You unlock characters, areas and the weapon's secondary functions in the Trials Mode by meeting goals.

As new characters are unlocked, new trials will be unlocked, as well. Completing these will unlock still more characters and weapon functions.

TALISMAN OF FATE

MEET THE CAST OF CHARACTERS

Xena Warrior Princess: Talisman of Fate is very faithful to the show, with accurate characters and weapons. Xena can use her Chakram, and Gabrielle has her staff. Xena fights against some formidable foes in this game, including the god of war.

CHARACTERS

XENA

Xena's title of Warrior Princess reflects her fighting ability, not nobility. Her Chakram is deadly.

CAESAR

The famous Roman Emperor, Caesar, is an old enemy of Xena's. His subjects power his special moves.

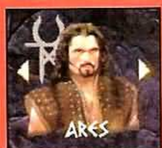
GABRIELLE

A skilled and quick fighter, the Amazon Gabrielle is a worthy travelling companion for Xena.

EPHINY

The acrobatic Amazon, Ephiny, uses her fighting staff as a crossbow as she flips around the battlefield.

ARES



Ares is the god of war, capable of calling lightning down from the sky to shock opponents into submission.

VELASCA

Velasca ate the food of the gods to become one herself, and she now enjoys godlike speed and strength.

CALLISTO

The feisty, hot-blooded Callisto uses her pillar of fire attack to make her enemies hot and bothered.

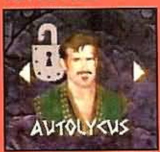
JOXER

Human punchline Joxer is often played for laughs. His shoe attack is perhaps the silliest in the game.

LAO MA

Xena's spiritual and martial mentor, Lao Ma, is a strong, fast fighter who should not be underestimated.

AUTOLYCUS



The King of Thieves, Autolycus, has a way with the ladies, and his grappling hook definitely reels 'em in.

FIGHTING FEATURES

SPECIAL MOVES

The button combos are the same for many of the characters' special moves. The results of the button combos, however, are very different depending on the characters.

BACK, TOWARD + ◁
XENA • CAESAR • GABRIELLE • ARES • VELASCA • CALLISTO • AUTOLYCUS

BACK, TOWARD + △
XENA • CAESAR • GABRIELLE • EPHINY • ARES • VELASCA • JOXER • AUTOLYCUS

BACK, TOWARD + ▽
JOXER

△ + ▷
CAESAR • ARES • VELASCA • CALLISTO

WALL CLIMBING

When a character is stuck in a tricky spot against a wall (or the edges of the battlefield) she can literally walk up the walls and over the heads of her enemies to safety by jumping toward the wall.

HIT MULTIPLE PLAYERS

Play against three computer players in the Vs. Mode. It's possible to hit all three in a row with one blow, thanks to this game's superior collision detection. Just make sure they're near each other.

UNLOCK CHARACTERS IN QUEST MODE

As with many games, finishing the Quest Mode unlocks some cool stuff. Each character also has an ending of his or her own, touching on what each would do with the Talisman of Fate after retrieving it from the defeated Despair.

Make it through the Quest Mode on Easy to unearth the code that makes Despair a selectable character. Solve the Quest Mode on different levels, then see what happens.

December 31, 1999 - 8:00 p.m.

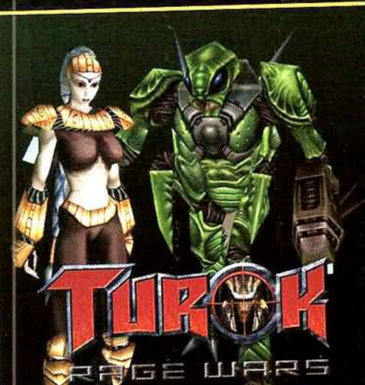
Mission- ENTERTAIN YOUR FIRST ARRIVAL

There's always that one friend who actually shows up on time, or even (ahh!) early. Use this time to agree to gang up on your other guests, or just play a few two player-games while you wait. Besides, it'll give you a chance to scope out your buddy's style.

It's all about togetherness with two players in Vigilante 8: 2nd Offense. Players can take on the quest together or cooperate against a computer team. Of course, in Versus Mode, two players can face off against each other. But they do it together.

2-PLAYER QUEST

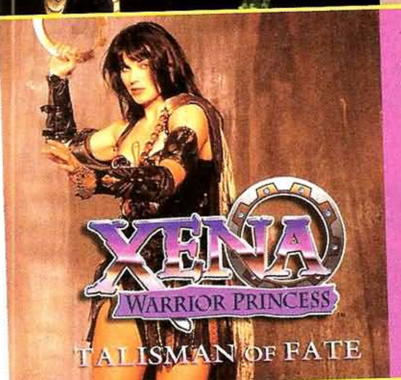
The two-player quest is similar to the one-player quest. Extras are unlocked when every one of the set objectives is met. The players work together to meet the goals but aren't stuck together in the same part of the level.



Two players can do the trials together, play versus just each other, or compete with a bunch of computer players in on the action. Other options include One Skull (every man for himself), Two Skulls (team), Flag (capture the flag), and Monkey (tag).

2-PLAYER TRIALS

The two-player trials are longer than the one-player versions, and while sometimes the players cooperate as a team, often it's every player for himself, and both have to meet the goals to continue. Two-player trials also include tag and capture-the-flag-style games.



Two players have pretty much the same options as one, with the addition, obviously, of playing each other. Practice, Quest, Roster and Versus Modes are played by two players working together or (with the exception of Quest) against each other. Computer players can also be added as allies or foes.

2-PLAYER PRACTICE AND QUEST

Get your first arrival to practice with just you (no computer opponents) to get a sense of what he can do. Two-player quest, which has you cooperate with your friend to finish the quest, can also show you what your friend is made of.

MORE TWO-PLAYER MAGIC

Your early arrival will probably bring his own games to the party, and you must have a few favorites at home already. Break them out and have a blast before the rest of your buds show up. Here are a few to get you started.

1080° Snowboarding
Bust-a-Move 2
Star Fox 64
Wheel of Fortune
WCW vs. NWO: Revenge

VIGILANTE 8: 2nd OFFENSE

2-PLAYER COOPERATIVE

In Cooperative Mode, you choose the type and number of enemies to cooperate against. Play against as few as one and as many as nine. Words to the wise: Two against one isn't very fair, and it isn't much of a challenge, either.

2-PLAYER VERSUS

Take it to the streets with the two-player Versus Mode. It's basically a demolition derby for two, and attack each other with all you've got. The status screen gives stats on the winner and keeps track of wins and losses.

TUROK: RAGE WARS

FOUR TYPES OF GAMES

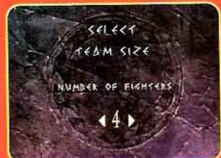
Four types of games are available for two players: Every man for himself, team battle, tag and capture the flag. Select the individual levels from the tree or choose the top icon to play each level in order.

ADD COMPUTER PLAYERS

Each of the modes can benefit from the addition of computer players called bots in this game. You can team up against bots or you can team up with bots, and you can even configure the bots to make them as easy or hard to beat as you like.

XENA WARRIOR PRINCESS: TALISMAN OF FATE

VERSUS AND ROSTER



Versus is your basic bludgeon-your-buddy game. Roster lets you play as a team of up to four different players or play as the same character over and over again. Pit your roster against your friend's roster. Either way, show no mercy.

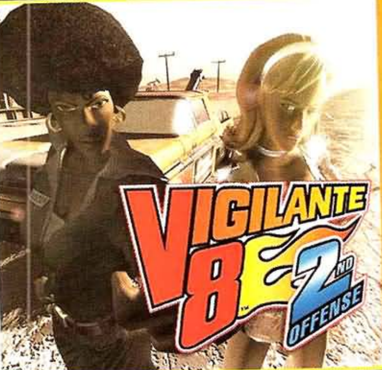
ADD COMPUTER PLAYERS

The versus and roster games get even more interesting when computer players are added. Team up with your friend against one or two computer players or rosters—or team up with the computer against your friend.

December 31, 1999 - 10:00 p.m.

Mission-
MULTIPLAYER PARTY

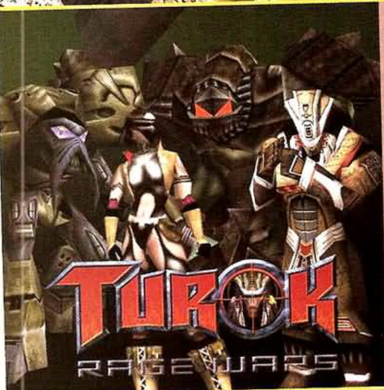
The gang's all here, you've had a ton of practice, and you're ready to show off. It may not be nice to pretend you don't know what you're doing for the first game and then tear everyone up on the second game. But it is fun.



Vigilante 8: 2nd Offense has three multiplayer modes to choose from: Team, Brawl and Smear. Each choice has you playing against your friends—no computer enemies. Team allows you to pair with a pal, brawl is every man for himself, and Smear is three against one.

TEAM, BRAWL AND SMEAR MODES

Team Mode is a two-on-two fight to the finish. The Brawl Mode has everyone playing individually, and the last player standing is the winner. Smear has three people ganging up on one, and whichever side destroys the other first wins.



There is nothing so beautiful as getting four players together to make a little Rage Wars magic. Four players can play in an every-man-for-himself kind of battle, or they can join up in teams. Either way, bots can be added to make it harder.

4-PLAYER OPTIONS

Four-player mode has all the same types of games—every man for himself, team battle, tag and capture the flag—but the fun factor increases with the number of real people you have playing. It's one thing to blast a bot—it's quite another to blast your buds.

Four players can play on their own or in teams. Team one weak player with one stronger player and cooperate. If your friends are sick of losing to you, suggest that all three team up against you. If you lose, say it wasn't fair. And if you win, you can talk all the trash you want. Sweet.

THE CHOICE IS YOURS

Both the Versus and the Roster games are available to four players. All four can play on their own, two can team against the other two or three can fight against one. With this many choices, you're bound to find a mode that works for your party.

GREAT 4-PLAYER GAMES

Your friends totally dig the multiplayer party idea and decide to bring their favorite four-player games with them. Four is the perfect gaming number—and here's our list of four-player picks. Party on.

GoldenEye
Diddy Kong Racing
Jeopardy
Super Smash Bros.
Mario Party

VIGILANTE 8: 2nd OFFENSE

MULTIPLAYER STRATEGIES

Many weapons are more effective as long-range weapons (the missile and rocket types especially) and others, like the basic weapon everyone starts with, are rather ineffective unless used up close. Choose wisely, and vary your attacks.

Hills, craters and snow can create some tricky situations. Many are conquerable, with the right amount of speed and a good angle. Some, however, are not, and your car will just flip right over. Know your vehicle's limits.

Be careful when picking up weapons. Only three can be used at once, and if you pick up a fourth, the weapon you are currently using will be replaced by the new one. This feature comes in handy to get rid of weapons you don't want.

TUROK: RAGE WARS

MULTIPLAYER STRATEGIES

Keep track of where in each level things like health, power-ups and ammo are located, and stay well-stocked. It's easy to get in a situation where you unload all your ammo and have to run screaming from a healthy, ammo-loaded opponent.

The weapon's secondary functions are often very powerful, although there is a higher ammo cost to pay for using them. It's possible to take down an opponent completely with one single hit from a charged-up weapon.

Some players prefer hiding in a good spot, perhaps up high, waiting for others to wander in. These sniper types can easily run out of ammo if they don't choose a perch near a good source of ammo.

XENA WARRIOR PRINCESS: TALISMAN OF FATE

MULTIPLAYER STRATEGIES

Get the most bang for your buck by aiming a well-placed kick or swipe with a weapon at more than one player. To defend against that sort of attack yourself, try to keep your distance from the other players.

When playing in teams, it's simpler to divide and conquer—if your opponents will let you. You can always help your teammate with one of the long-range attacks available to each character.

January 1, 2000 12:01 a.m. MISSION COMPLETE

Congratulations. The year 2000 has started, and you have successfully shown your friends that you are not just a great gamer—you are also a party animal. As you start your list of resolutions, be sure to add "throw more multiplayer game parties" to the top. Play some more games, or get some sleep—you deserve it. Happy New Year.

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Diddy Kong Racing proved that Rare could add depth to go-cart competitions, and the company's all-star Disney title made only for Game Boy Color continues to blaze that trail, rolling out a racing-adventure paved with puzzles.

OF MICE AND MOTORWAYS

At 32 megabits, Rare's first Disney title is the largest Game Boy Color game ever, packed with six playable characters, five worlds, over 15 tracks plus more ground to cover by foot. Maybe it's not such a small world after all.

The adventure comes in how you reach the races. All characters must explore areas by foot to find money for a train ticket to the speedways.

Mickey, Minnie, Daisy, Donald and Goofy each race cars and boats through their own unique worlds that appear at a three-quarter perspective.

Pluto can't drive, so he tackles the puzzle side of the game, collecting toppling bones in over 20 different mind-boggling scenarios.

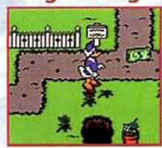
MICKEY'S HOMETOWN

Mickey and company's archrival has driven off with their belongings. To win them back, the Disney drivers must race Pete and his band of thugs. Explore Mickey's Hometown to uncover help in your mission.

For Pete's Sake!

Chip, Dale, Huey, Dewey and Louie will pop up somewhere in town, but so will Pete's cronies. Avoid crossing paths with them or they'll pick your pockets.

Easy Money



Money is easy to come by, since many Disney Dollars are lying around town. You can also rake in easy money by competing in races multiple times.

LUDWIG VON DRAKE'S GARAGE

Cross the tracks and head to the east of Casey Jr. Junction to find Ludwig's Garage, where the duck will sell you faster vehicles. To cover his steep prices, rerace. Even if you're last, you'll win money.

Factory Showroom

The price of each car includes its boat counterpart, too. Once you own all three, Ludwig will offer his fastest vehicle, the one shrouded beneath a sheet.

Test Drive

Since Ludwig's new models drive faster and handle better than your initial car, take them out for a spin on the Test Track located south of the Garage.

MAGICA DE SPELL'S SPELLS

During the second and third laps, you'll have enough Magic to cast a spell, but you can use only one of Magica's spells per race. Before racing, highlight your spell of choice on your Inventory Menu, then hit B while racing to cast it.

The Magical World of Disney

To scroll through Magica's selection of nine spells, tap the Control Pad to the left or right when "Select Spell" appears on screen.

Donald's Duck Bomb

If you're trailing behind someone, launch Donald's Duck Bomb, a short-range projectile attack that slows down any rival vehicle caught within its blast zone.

Spirit of Mickey

For a quick pick-me-up, evoke the Spirit of Mickey, a brief speed boost that will enable you to pass through other cars. The spell works best with maxed-out Magic.

Goofy's Turbo Tires

Goofy's quick boost of speed works best on straightaways, so select the spell before peeling out in courses like Minnie's Pioneer Prairie and Daisy's Raceway.

Goofy's Knockout Punch

The Knockout Punch sends a fist flying out of the side of your car. Take a swing when your rivals pull up alongside you to knock them out of commission.

Mickey's Magic Gloves

The Magic Gloves will give you a hand by automatically piloting your ride for a short stretch. Conjure them up on curvy tracks that are more difficult to navigate.

Goofy's Gumball Rally

Roll out the Gumball to bowl over vehicles. Once launched, it will ping-pong around a stretch of track, making it difficult for rivals to avoid the sugar bomb.

Donald's Cloud of Frustration

Release that pent-up road rage by unleashing Donald's Cloud of Frustration, a miffed mist that will latch on to the nearest driver and wreak havoc on his traction.

Mickey's Magic Portal

Vehicles that run over the Portal you leave behind will teleport back to the starting line. Create the biggest setbacks by dropping it on the final leg of a lap.

Mickey's Sticky Net

Perfect for passing situations, the Sticky Net launches from the front of your vehicle to snare and slow down the rivals you're tailing.

GETTING ON TRACK

At the train station, Casey Jr. the locomotive will transport each character to his or her unique world of racing. Mickey must pay one Railroad Penny to ride, while each subsequent character will have to fork over an additional coin.

Railroad Pennies

Explore the pedestrian areas using all of the characters, since each will find Railroad Pennies and Disney Dollars in different locales.

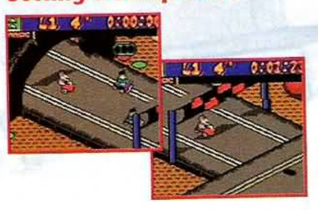
Workin' on the Railroad

As you chug to the races, rearrange the sliding tiles so Casey Jr. runs over the red buttons that detonate the TNT box blocking his destination.

CRUISE CONTROLS

Who's the leader of the pack that's made for you and me? M-I-C-K-E-Y-M-O-U-S-E. Or Minnie or Daisy or Donald or Goofy. To guarantee that Pete's cronies never finish ahead of any of your characters, tune up with a few pointers that will keep you in the lead.

Getting a Jump Start



For a quick start at the get-go, begin accelerating right before the third and final countdown beep begins to fade.

Ludwig's Upgrades

For each car, Ludwig sells Top Speed, Acceleration and Handling upgrades. To buy one, enter the Garage, point to the car you want to fix up, then hit A to view the Upgrade Menu.

Bumper Cars

To steal the lead, sideswipe cars or cut them off so they rear-end you. As long as you don't ram them from behind, you'll be able to slow them down and bump them out of your way.

Happy Landings

In some courses, you'll catch air by launching off ramps. When you touch down, your car will wobble for a while before you can get back up to speed. Level out quickly by making mid-air steering adjustments.

A Quick Fix

Wrenches representing boosts will pop up on the track at locales that vary from lap to lap. If you run over one, steer conservatively, since the increased velocity will exaggerate your vehicle's motion.

Ride the Rapids

The water flows faster where the waves are brighter. The boat's equivalent to the car's Wrench, the white-water rapids will propel your vehicle with a speed boost if you sail onto them.

Aerobatics

If you're launching off a jump that lands you on a bend, position your vehicle for the upcoming turn while you're airborne. By steering in midair, you'll touch down ready to go and with little ground lost.

MICKEY'S MEDIEVAL ADVENTURE

To race, you must pay that course's entry fee in Mickey Tokens. You'll win one token by placing second or better. If you place second or better in all three of a world's courses, you'll unlock an additional race against Pete.

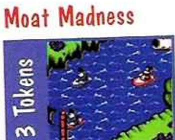
Round Table Trouble

Driving will take a little getting used to, and the first course eases you into things with its clockwise-running loop. Drive in the middle of the road and round corners slowly until you've upgraded your car.

Drawbridge Derby

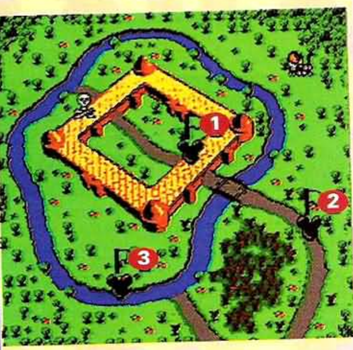
When the road begins to curve up and into the water, don't be afraid to get your wheels wet. Your vehicle transforms depending on the terrain, and the moment you splash down, your car will become a boat.

Moat Madness



Mickey will be shy one token to enter Moat Madness, so return to town and enlist Minnie's help. By racing as Mickey's girlfriend, you'll be able to win two more tokens before having to switch characters.

1 Railroad Penny



1. Round Table Trouble
2. Drawbridge Derby
3. Moat Madness

Pete's Dungeon

After sliding the puzzle pieces back in order, you'll race Pete down a straightaway that features a few short flights of stairs. Nudge yourself into the lead by bumping Pete's car as both of you descend the steps.

MINNIE'S FRONTIER ADVENTURE

To play as Minnie Mouse, enter her house back in town and accept her offer for help. She'll need two Railroad Pennies before she can board Casey Jr. to set off for her adventure, so wander the neighborhood in search of loose change.

2 Railroad Pennies

1. Pioneer Prairie
2. Frozen Frontier
3. River Ruckus

Pioneer Prairie

The first two tunnels provide a manageable straightaway that's perfect for a spellbound speed boost courtesy of Goofy's Turbo Tires. Shortly after the second tunnel, the straightaway ends, so prepare to turn left.

Frozen Frontier

A traction upgrade will serve you well on the icy course. The frozen roads and waterways are slippery, and many of its turns bend at angles of 90 degrees or sharper. To compensate, begin rounding corners early.

River Ruckus

The river leaves no room for oversteering since one false move could send you ricocheting between banks. The easiest way to make up that lost time is by hanging a left into the shortcut just beyond the start.

Pete's Hunting Hideout

Avoid riding the white-capped rapids. While they'll give you a speed boost, it will be a tight fit squeezing into them since every narrow flow of rapids is wedged between the riverbank and a pole.

DAISY'S WONDERLAND ADVENTURE

Once you've played as Minnie, Daisy will return to her home. Seek out her help as well as three Railroad Pennies so she can depart for Wonderland, a circuit that treats drivers with candy, gum and other streets of sweets.

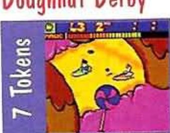
Raceway

To stay on course, center your car between the two white stripes. By driving within their boundaries, you'll be able to anticipate the road ahead, such as when the course funnels you into narrow passages.

Crazy Curves

The graham cracker ramp on the final stretch is the perfect place to cast a spell. Rivals will drive right into any trap you leave behind, and the straight-away makes it easy to navigate via a speed boost spell.

Doughnut Derby



Steer clear of the pink, gummy banks that will grind your ride to a halt if you snag one of its edges. It's easy to get hung up on them in the twisting Derby, so enter the race armed with Mickey's Magic Gloves.

3 Railroad Pennies

1. Raceway
2. Crazy Curves
3. Doughnut Derby

Pete's Dessert Disaster

When the track forks, stay on the top path instead of hanging a left. By doing so, you'll sail over more jumps that will be manageable as long as you reposition yourself in midair to steer clear of the banks.

DONALD'S PIRATE ADVENTURE

When Daisy returns to town, Donald will be waiting for her at his house. Pay him a visit then get quacking to find some Railroad Pennies. As soon as you pocket four of them, you'll be able to shove off for Donald's Pirate Adventure.

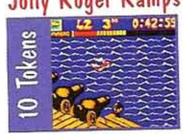
Swashbuckling Sand Chase

The beachcombing track wraps around many tight corners, including twisting sand dunes and a sharp left at the top of the ship's gangplank. By upgrading your Handling beforehand, you'll get a grip on the curves.

Cutthroat Cove

You'll run into plenty of traffic jams, since the drivers will tend to bottle-neck at the corners. Use the congestion to your advantage by setting magical traps around bends or ramming opponents into the gridlock.

Jolly Roger Ramps



As you drive across the ship's deck, steer into the cannons aimed at the water. When you drive into one, it will fire you back into the waterway. Quickly hang a sharp left when you land to head for the finish.

4 Railroad Pennies

1. Swashbuckling Sand Chase
2. Cutthroat Cove
3. Jolly Roger Ramps

Pete's Treasure Oasis

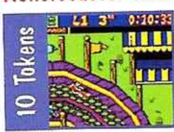
After you pass the treasure chests on the left shoulder, turn left into the water. Pete won't take the lagoon shortcut, but if you do, you'll cut a large corner and finish long before your landlubbing opponent does.

GOOFY'S FAIRGROUND ADVENTURE

The final playable racer is Goofy, who'll be available after you've played as Donald. As Goofy, pay five Pennies to ride Casey Jr. to the Fairgrounds, where the roller coaster tracks will give you the bumpiest ride in the game.

Rollercoaster Roadway

10 Tokens



Navigating the ups and downs of the Rollercoaster Roadway is no day at the park. To make the experience more of a winning situation, pull up to the starting line with a fully upgraded version of Ludwig's best car.

Really Rapid Rapids

12 Tokens

You'll want to fork over 200 Disney Dollars for Ludwig's top-of-the-line vehicle, since one of the other drivers is piloting a similar hydroplane. With the sleeker ship, you'll be able to race up the rapids with ease.

Fairground Follies

14 Tokens

By the time you reach the final race, all of your opponents will be driving vehicles that are just like the fastest ride that Ludwig offers. Since they're just as fast as you, resort to spells like Mickey's Magic Gloves.

5 Railroad Pennies

1 Rollercoaster Roadway
2 Really Rapid Rapids
3 Fairground Follies

Pete's Big Top Showdown

Goofy's race against Pete usually ends up being a neck-and-neck race. To distance yourself, nail the jump start at the beginning of the race and sideswipe Pete when he's boarding a ramp so you botch his jump.

PLUTO'S UNDERGROUND ADVENTURE

Dogs aren't allowed to ride the train (unless their name is Goofy), so Pluto must be a good dog and stay. Rather than drive, Pluto will help by digging up valuables and new puzzle levels. To take him for a walk, visit him in his doghouse.

Buried Treasure

Tap B to dig up money and bone-collecting puzzles. If Pluto is close to uncovering a puzzle's burial plot, an exclamation point will appear above his head.

Warp Tunnels

The arrow signs point to warp portals. Once you've dug up at least two of them, any character can enter the pit to teleport to another portal.

Dig Dog

Pluto's puzzles play like variations of Dig Dug. Burrow paths underground to drop rocks on bully bulldogs while collecting bones that are piled precariously like houses of cards.

Pluto Parcel

When you beat Pete in a race, he'll reward you with an item. At the Post Office, you can use that item to ship Pluto to a racing world, where he can dig through that level's puzzles and win a special Bone.

Cauldron.......Mickey
Toybox..........Minnie
Chest............Daisy
Barrel..........Donald
Drum............Goofy

THE FINAL STRETCH

Pete doesn't just challenge you with races. Before he'll let you compete against him, he'll make you solve his picture puzzle. If you manage to solve his puzzles and outrace him in every world, you'll unlock a new train destination.

Rearrange His Face!

Slide the tiles so they form a picture of Pete. If you keep track of how he shuffles the pieces, you'll have an easier time reorganizing the tiles.

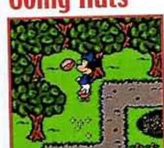
The Secret Railroad

Once you've defeated Pete in all five worlds, Clarabelle will charge you six Railroad Pennies for a special train ticket leading to a new challenge.

CHIP 'N DALE

For a few dollars or a few nuts, you can purchase racing tips and keys to the Print Shop and Post Office. If you take your cash or acorns to the tree house to the north of Casey Jr. Junction, Chip 'n' Dale will help you on your adventure.

Going Nuts



Chip 'n' Dale will trade their keys for nuts. Since each character will find acorns in different spots, you'll have to scour all areas six times.

Rescue Rangers

The most valuable key that Chip 'n Dale hold is the one that unlocks Mickey's Garage. To win it from them, you must beat the chipmunks' best lap times.

SEE YOU IN THE PICTURES

For nine acorns, Chip 'n Dale will trade you the key to the Print Shop. Inside, Huey, Dewey and Louie will download an assortment of Disney pictures that you can print out if you have a Game Boy Printer.

Donald's nephews work at the Print Shop and they'll help you print out some stickers on your Game Boy Printer.

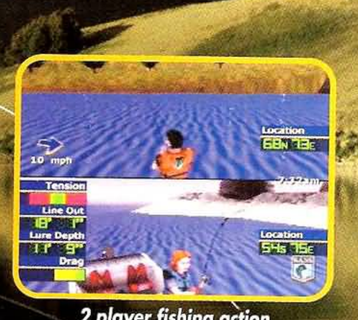
FROM PITSTOP TO POST

For another nine acorns, you can buy the key to the Post Office, where Horace Horsecollar will help you link up with other Game Boy Colors as well as send out Pluto Parcels to uncover new bone puzzles.

Link up to send e-mail to another GB Color's Mickey Pak. Tap Up or Down to scroll through preset messages like "Let's dance!" and "I am a winner."

By choosing the Check Mail option, you can activate special features—like Show Credits and Disco Mode—contained in Mickey's letter.

Fish with the Best!



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Frantic arcade modes

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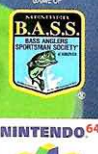

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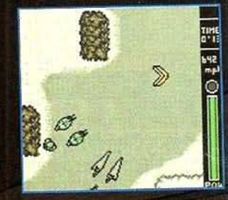
STAR WARS® EPISODE I RACER™

It will take more than the Force to keep you from getting forced off the track in LucasArts' new Podracing title for Game Boy Color. Read our tips, young Jedi, and feel the power flow through you.

EVERYONE E CONTENT RATED BY ESRB

Go, Podracer, Go!

You may think you know a thing or two about Podracing, but LucasArts and Nintendo aren't through with you yet. All the speed and sparks of the sport have been packed into a handheld, high-velocity challenge for one or two players. You'll need to conquer 20 treacherous courses on five different planets, beating some very tough competitors before you can advance.

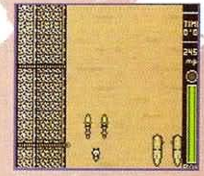


Tatooine

This arid planet of Jawas and Hutts should be fairly familiar to fans of Podracing—it's the site of the famous, or infamous, Boonta Eve Race. The scum of the galaxy has descended on four racetracks to watch as Anakin Skywalker takes on some tough competition. The planet's courses are characterized by sun-baked, open straightaways and twisting pathways through rock canyons.

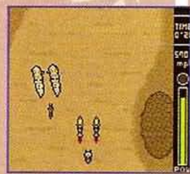
1st STAGE

Don't be intimidated by the powerful-looking engines on Teemto Pagalies' Podracer. The Veknoid isn't a particularly talented racer. You should easily beat him.



Keep your power level up by tapping your boosters when you get a flashing yellow indicator light. You'll need all the juice you can get to win the race.

Following the direction arrows is essential to winning races. If you learn the best way to follow the arrow, you'll corner like a champ.



Don't stray too close to the edge of the track near the end of the race. There are rough patches that can slow you down and give your opponent the edge.

Cutting corners will sometimes propel you to the lead. If you're traveling at a right angle, shoot up diagonally to the next straightaway to pass Pagalies.

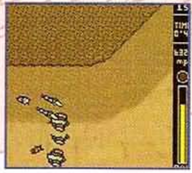
2nd STAGE

What Ark "Bumpy" Roose lacks in intelligence, he more than makes up for in aggression. The paranoid racer didn't get his nickname for nothing—watch out for dirty tricks.

The cliff walls of the second course are less forgiving than the rough edges of the first course. Avoiding them should be your main priority.

When you have the luxury of a clear turn without a wall, keep your engine power up and don't be afraid to veer off the track a little bit.

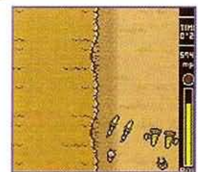
Try to stay near the center of the course on straightaways, because the flat part of the track narrows into a space big enough for only one Podracer.



A little contact can be a good thing—particularly when it sends your opponent off course. Try to angle the bump so it pushes you in the right direction.

3rd STAGE

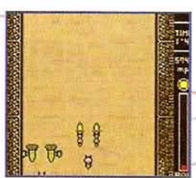
You can bet that Mawhonic will have one of his three eyes on your Podracer throughout the entire race. Just make sure you get around him quickly, or sparks may fly.



If you find yourself between a wall and another Podracer, you may have an unfortunate accident. Get to the outside and turn the tables on your opponent.

Watch your speed on the right-angle turn in the cliffs. Many a crashed pilot thought he was quick enough to make the turn at full power.

You can't take the shortcut if you're passing on the wrong side of your opponent. He's going to try to stay on the track and bump you off course.

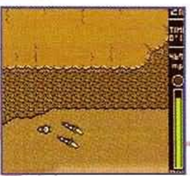


Keep tapping your boosters at the end of the race for a final kick to the finish. You also might want to push the other Podracer into the wall.

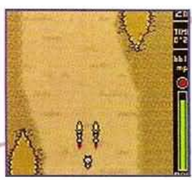
Final STAGE

Gasgano is Sebulba's longtime rival and one of the toughest racers on the circuit—maybe because he has plenty of extra arms and fingers to control his Podracer.

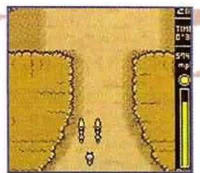
The early turns in the cliffs are a good place to knock your fellow racer into the wall. If you do it correctly, he'll crash and you'll bank into the turn.



The rough shoulder on the turns may fool you into thinking you can cut corners to get ahead. Think again. There are walls of solid rock just beyond it.



Those aren't just rough spots whizzing past you—they're rocky mesas rising from the canyon floor. Hitting one of them can ruin your whole day.



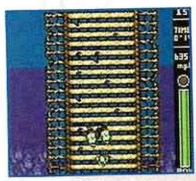
Stay in the middle of the track for a brutal bottleneck near the end of the course. Only one Podracer is going to get through. Make sure it's yours.

Ando Prime

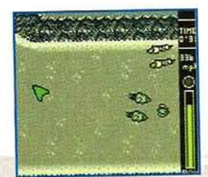
This blue sphere is just as wind-swept and forbidding as Tatooine but in its own frigid way. When the Bendu Monks built these courses, they were obviously more interested in their own entertainment than the safety and comfort of the pilots. You'll be slip-sliding away along frozen lakes and glaciers, so watch out for the solid walls of ice and protruding icebergs.

1st STAGE

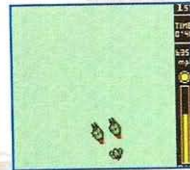
Slide Paramita's Stinger 627S has plenty of good qualities, but speed isn't one of them. If you can keep from crashing on the turns, you'll be able to outrun him.



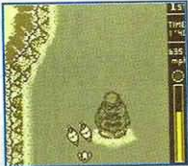
Watch out for the bridges on Ando Prime. If you approach them straight on, you'll be fine. Over-compensation on angled approaches can be ugly.



Tight turns along the ice walls can force the other racer into a nasty crash. If you don't time it right, however, you'll be the one at the repair shop.



Stay alert while you're cruising across the frozen lake. It may seem like you have all the space in the world, but that's what they thought on the Titanic, too.



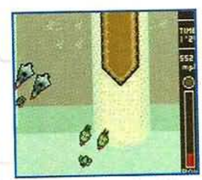
The Bendu idol just before the finish adds a little scenery to the course. Don't look too closely at it, or your smoldering Podracer also will be scenery.

2nd STAGE

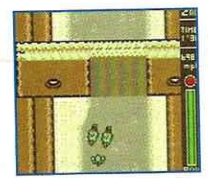
Fud Sang is a jailbird who's only let out on special occasions, like Podraces. You won't cause much damage to his BRE Block6 Tri-Ram, but you can outrace it.

This idol sure looks familiar, but this one is at the very start of the second course. Dodge it quickly, or it will be hard to catch your opponent.

Stick to the center of the track on the early straightaways. Stone walls jut out from both directions, so it's wise to avoid both sides.



There are plenty of solid barriers in the middle of the track once you get farther into the course. Stick to the edge of the track for a while.

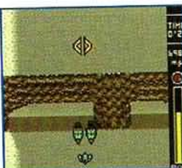


You may be used to passing under the wide overpasses on other courses, but these stone bridges have narrow passageways.

3rd STAGE

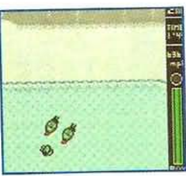
The boastful, pot-bellied Ebe Endocott races in an excellent machine, but he doesn't have the skills to hold onto it. It will make a nice addition to your collection of Podracers.

Stone pillars abound in the first part of this course. Heed the obstruction arrows or you may find yourself bouncing around like a Ping-Pong ball.



You'll move on from the pillars to the bridges. You usually can chose between going left and going right. Whatever you choose, do it fast.

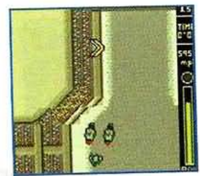
Remember the iceberg in the first race on Ando Prime? Well, get ready for the ice island. Move as far as you can to either side when you get there.



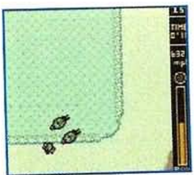
Watch out for the ice if you start making too many sharp turns late in the race. Once you start sliding and changing direction, you can give up on winning the race.

Final STAGE

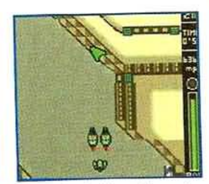
Aldar Beedo may look like a seahorse, but seahorses were never this mean. Podracing is just a part-time job for this murderous Glymphid assassin—and it shows.



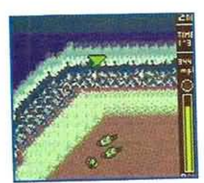
Steer your Podracer to center as fast as you can at the start of the race. The ornate walls of the temples close to small openings at different places.



Again, watch for the ice on some of the sharp turns. You can cut a few corners along the way, but if you push your turns too hard you'll go out of control.



Commit quickly at the major forks in the road then be prepared to adjust quickly for outcroppings in the wall. This is a bad place for sloppy steering.



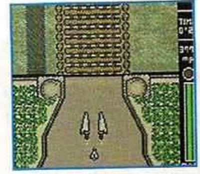
There is a multitude of tight turns at the end of the course. Much of the track is cut through the ice or bordered by stone walls, so stay in control.

Baroonda

The citizens of Baroonda are notable for their sophisticated cities and their bloodthirsty addiction to Podracing. When they built their urban paradise, they were sure to include plenty of outcroppings and sharp angles so they could watch Podracers crash and burn at the start of the race. Once you're out of the city, you'll find forests and beaches but no relief from danger.

1st STAGE

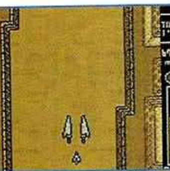
"Bullseye" Navior has put together a formidable Podracer. It's quick off the line and very responsive but very slow, so he's vulnerable on the straightaways.



The bridges of Baroonda are unforgiving if you don't get your Podracer to the center of the track. Fighting the guardrails causes major damage.

The forest path is not as clear as you may think. Avoid the narrow islands of trees, but be careful to avoid the narrow routes with no room for error.

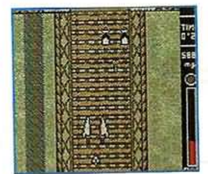
At other places, the forest seems to close in on the track. Be careful when "Bullseye" is close, or both of you may head to the junkyard.



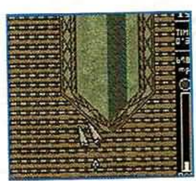
By the end of the race, you'll be back in the city again. Remember to keep tapping your boosters and to watch for irregularities in the track walls.

2nd STAGE

Toy Dampner pilots the Turca 910 Special—one of the finest machines available. You'll just have to outrace him, since his Podracer has few weaknesses.



You'll come upon a narrow bridge after a sharp turn at the beginning of the course. It may take some trial and error to finally thread the needle.



The last bridge out of town is a two-laned monster with guardrails at its center. It requires a tricky maneuver: Whip out to the side then center yourself.

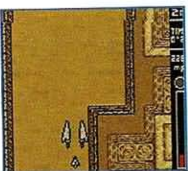
Watch the obstruction arrows as you move into the forest. The relatively short distance has several stands of trees to avoid and little room to react.

You aren't done with the two-lane bridges yet. There are two in a row after the forest that will require some tricky steering. It may take some practice.

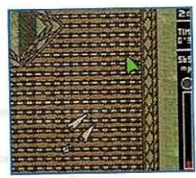
3rd STAGE

Wan Sandage's Turbodyne 99-U may be an average Podracer in most respects, but it boasts blazing top speed. Fortunately, he can't really open her up on this course.

If you thought those narrow bridges were trouble, you'll be even more intimidated by the lengthy bridges in the 3rd Stage. They have several turns.



When you come off the first bridge, you'll shoot through an urban area with obstructions jutting from the walls. Your best bet is to stay in the center.



It'll take some snappy maneuvering to get around the diamond-shaped barricades on the second set of bridges. Keep in mind that the surface is slippery.

You may be tempted to cut some corners near the end of the race, but don't even think about it. The glowing lava fields will burn up your Podracer.

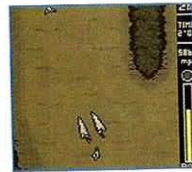
Final STAGE

Clegg Holdfast has a very fast and nimble Podracer, but it can't take a lot of punishment. You may like it after you win it from him—if you don't hit any walls.

All the twists and turns at the start of the race may result in some bumping. Make your contact count by pushing off Holdfast's Podracer near turns.

This nice, wide bridge may not seem like a challenge, but it narrows quickly to about half its original width. Get to the center as fast as you can then straighten out.

Be careful when you make right-angle turns in the lava field. A miscalculation can result in a french-fried Podracer. Try to ease off the throttle.



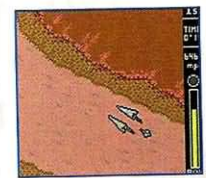
Just because the lava has cooled off doesn't mean it's any less dangerous. Cave walls will do more than just burn you. They'll stop you cold.

Mon Gazza

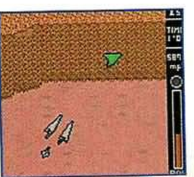
In many ways, Mon Gazza is the perfect planet for Podracing. The spice-rich world is a maze of strip mines that tests the reflexes of even the most skillful pilots. Bored miners bet their hard-earned money on the races to while away the hours. The spectators like to watch from platforms on the mining equipment in the center of the track. Wave to them before you crash.

1st STAGE

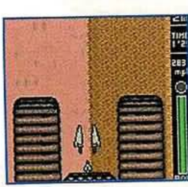
Ody Mandrell is a Tatooine native, but he seems pretty much at home on Mon Gazza. His fast, well-balanced Podracer would make a nice addition to your fleet.



The early turns among the mine shaft walls can set the tone for the rest of the race. Keep clear of Mandrell's Podracer unless he's close to the inside wall.



Use the rough edge of the track for a quick shortcut when necessary, but don't spend too much time out there. The textured surface really slows you down.



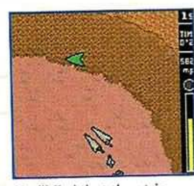
They decided not to remove equipment from the mine shafts before the races on Mon Gazza. If you can't go around it, steer between the giant Dozer treads.

There's a long straightaway at the end of the course. If Ody Mandrell is close, be sure to keep hitting your boosters to maintain power.

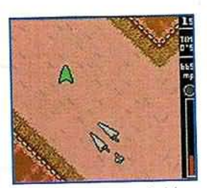
2nd STAGE

Mars Guo pilots a speedy and resilient craft, but its unruly handling can force him to slow down at times. A superior pilot can easily beat him on the turns.

It seemed like an oversight at first, but all the equipment on the track will start to look like a deliberate act on the second Mon Gazza Course.



You'll find that the strip mine path will force you to veer all over the place in the early part of the race. Cut corners when the terrain allows it.



When you come to a fork in the road, make a quick decision. The arrow will point you to the most obvious path, which may not be the one less traveled.

As you approach the end of the course, you'll come to a more developed area of the mine. The metal grate on the ground is very slick, so try not to slide.

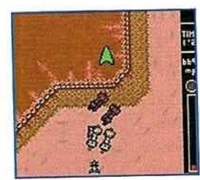
3rd STAGE

Ben Quadinaros has an insanely fast Podracer, powered by four tethered engines. Unfortunately for him, all that power can be difficult to control on curving courses.

There are many possible directions to go in the 3rd Stage. This particular mine shaft branches off to either side of rock pillars.

If you happen to end up in the same tunnel as Ben Quadinaros, he may try to cut you off. Either avoid him altogether or bump and run.

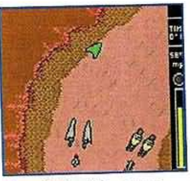
The metal flooring is back with a vengeance on this stage. Try to turn as little as possible, because the surface provides little traction.



The end of this course can ruin the entire race for you—or for your opponent. Watch out for a sharp notch before the finish.

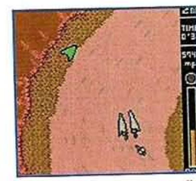
Final STAGE

A pig-faced Sneevel, Boles Roor is a gambling addict from Mos Espa on Tatooine. His speedy machine should give you some trouble on this long and winding course.



Negotiating this course requires nearly constant turning. You'll probably be close enough to Boles Roor in the early part to smell his breath.

The track keeps splitting and reconnecting throughout the middle of the course. Watch out for Roor's Podracer when you get to the bottlenecks.



The turns do not let up until the very end of the race. Keep your eye on the turn arrow, because the shoulder is too close to the wall to cut corners.

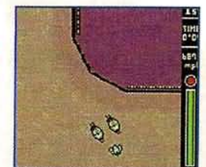
Stay alert as you enter the final stretch. The sharp curves give way to rock pillars in the middle of the track. You have to dodge them to the finish.

Malastare

Full of rocks, toxic chemicals and not much else, Malastare attracts few people for anything other than Podracing. Luckily for the local economy, Podracing is an institution here. Some of the toughest courses in the galaxy can be found among the gloomy cliff walls and methane lakes. Some of the toughest racers also are on Malastare, and they want to shut you down.

1st STAGE

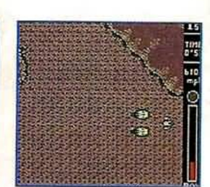
Dud Bolt's Vulptereen RS 557 isn't very powerful, but it can take a ton of punishment. There are plenty of obstacles on this course to punish both of you.



A severe fork in the road will force you to make two right-angle turns. Keep that in mind as you build up your speed down the initial straightaway.

Thread the needle in the narrow passageways after the track splits. You may end up face to face with Dud Bolt when the two tracks rejoin each other.

The methane lake offers you a wide open path for a short distance, but watch for obstructions as the rocky shoreline tapers to the center of the course.



You may want to try a shortcut that is cut through the rock walls at the end of the course. Don't bother with it if you are already ahead in the race.

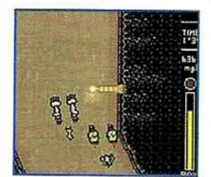
2nd STAGE

The Shelba 730S Razor is a solid, well-balanced Podracer on any course. Its current owner is a generally inept racer named Bozzie Baranta, but you're the next owner.

The snaking path at the start of this course has no solid walls, so you can cut across the shoulder. Its surface can slow you down to a crawl, however.

Whatever options you had for cutting corners end abruptly as walls of solid rock begin to appear. Baranta's 730S Razor can give you some close shaves.

The track splits at several places throughout the course, much as it did in earlier courses. This time, the rock wall means a mistake may ruin your race.



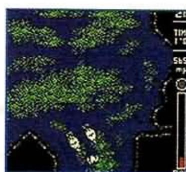
All the sharp turns at the end of the race give you another shot at Bozzie if you're behind. Some high-speed turns can put you back on top.

3rd STAGE

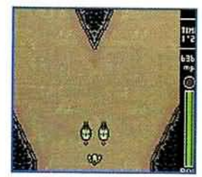
Elan Mak isn't in Podracing just for the sport of it. He's out to hurt people. If you can evade his extraterrestrial road rage, his Podracer will make a nice prize.

The narrow passages after forks in the track provide excellent battlegrounds for two scrappy Podracers. Elan Mak is ready to fight. Are you?

Despite the twists and turns, it's important to keep your speed up if you want to beat Mak. Choose a responsive machine before you take him on.



This particular methane lake has claimed more than its share of Podracers. The reason: a large rock in its middle with narrow passages on either side.

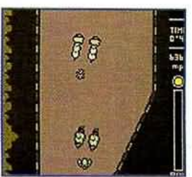


The finishes don't get any easier as you progress through the courses on Malastare. You won't have the luxury of slowing down, so hug the curves.

Final STAGE

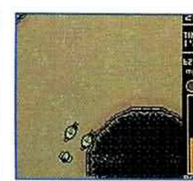
Ratts Tyerell may be tiny in stature, but he's a monster when he's piloting his Vokoff-Strood Titan 2150. The big Podracer moves like a rocket and turns on a dime.

You'll probably just get into a groove at full speed when this course throws a tough right angle turn at you. Shake it off—there are more to come.



These dark tunnels in the middle of the course will keep you on your toes. Don't stray too close to the center or you'll crash, screeching to a dead halt.

The final race has, of course, the trickiest lake to cross. The small rocks themselves aren't much of a problem, but then the lakeshore narrows.



You'll arrive at the mother of all curves just before the last stretch of the race. It will force you to head in the wrong direction, turning almost 180 degrees.

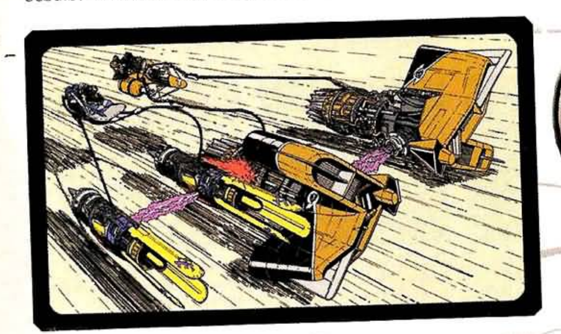
Rocket to the Lead

If you want bragging rights on any of the five planets, you'll have to move up through the ranks—knocking off one tough competitor after another. Your reward for each victory is a chance to take on the next challenge, plus you get to keep the loser's Podracer. After you've proven yourself by stomping all the racing star wannabes, you can take on the grand champion himself: Sebulba.

Stage	TATOOINE	ANDO PRIME	BAROONDA	MON GAZZA	MALASTARE
1st STAGE	Teemto Pagalies Irdani Performance Group the IPG-X1131 Longtail	Slide Paramita Pizer-Errol Stinger 627 S	"Bullseye" Navior Irateq RQ 550C Dart	Ody Mandrell Exelbrok XL 5115	Dud Bolt Vulptereen RS 557
2nd STAGE	Ark "Bumpy" Roose Vokoff-Strood Plug-8G 927	Fud Sang Bokaan Race Engineering BRE Block 6 Tri-Ram	Toy Dampner Turca 910 Special	Mars Guo Collor Pondrat Plug-2 Behemoth	Bozzie Baranta Shelba 730S Razor
3rd STAGE	Mawhonic Galactic Power Engineering GPE-3130	Ebe Endocott Jak Racing J930 Dash-8 Split-X Configured	Wan Sandage Elsinore-Cordova TurboDyne 99-U	Ben Quadinaros Balta-Trabaat BT310	Elan Mak Kurtob KRT 410C
FINAL STAGE	Gasgano Custom Ord Pedrovia	Aldar Beedo Manta Ramair Mark IV Flat-Twin Turbo Jet	Clegg Holdfast Keizaar-Volvec KV9T9-B Wasp	Boles Roor Bin Gassi Racing Engines Quadrijet 4Barrel 904E	Ratts Tyrell Vokoff-Strood Titan 2150

A Force of Two

When you get tired of racing colorful creatures from around the galaxy, race the person sitting next to you. Once you've beaten Sebulba on several courses, you'll have to search the earth, or the neighborhood, for a worthy opponent. You'll be able to select from the same set of ships available in the game, but you may find that human racers are a little more aggressive.



You won't need electromagnetism, metal tethers or crash helmets to play Episode I: Racer in two-player mode, but you will need a Game Link Cable.

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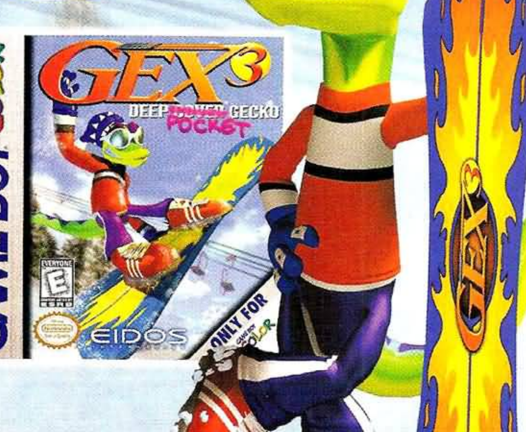

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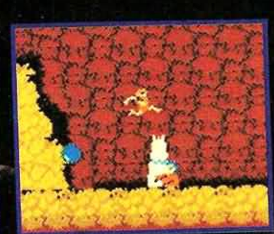
GHOSTS 'N GOBLINS™

Let your Game Boy Color take you back in time, to a forgotten era when a single beacon of goodness fought back the dark tides of evil. No, not medieval times—we're talking about the 1980s! The NES! Ghosts 'n' Goblins! If you don't remember this classic, it's time to get acquainted.

A Knight to Remember

In case you haven't met, this is Arthur. He's about 8 bits, enjoys slaying evil zombies and other demonic incarnations, exercises regularly and fights well in the buff. This heroic knight made his debut on the Nintendo Entertainment System way back in 1986, instantly spawning a huge following and guaranteeing himself a place in the classic library of NES hits. There are no jousting tournaments like you'd expect—Arthur has the old-fashioned chore of saving his girl by challenging the Boss Demon and his army of possessed netherworld creatures. And chances are, if you were able to pull it off on the NES, you'll love trying your hand at the Game Boy Color version, which captures the exact look and feel of the original with only minor changes in the game play.



Arthur's Quest

Before you take this suit of arms out for a test trek, you'd better refresh your memory as far as items go. It's not all evil out there, and while identifying some power-ups with the classic 8-bit graphics can be a bit tricky, it's worth your while to know what the goods are. Some power-ups are lying around, while others appear when you grab pots.

Money Bag
The cash sack is everywhere. Each is worth 500 points.

Squire
The Squire is the cheapest of the figurines, weighing in at 200 points.

Demon
No, the Demon figure isn't bad. It'll add 400 points to your score.

Knight
Like the Demon, the knight is worth 400 points.

King
It's good to be the King, since he's worth 10,000 points.

Yashiri
The Yashiri looks like a time extension, but it's worth 5,000 points.

Armor
If Arthur gets hit and is run-ning around nude, grab the Armor to bulk up.

Frog King
He looks like the pricey King, but he'll turn you temporarily into a frog.

Plus Timer
Grab the Plus Timer to give yourself more time to finish the level.

Minus Timer
Don't be fooled! It looks like the Plus Timer but takes away time instead.

Helmet
The Helmet is invaluable, because it adds another life to Arthur's quota.

Magician
The Magician is worth 2,000 points, but he'll turn you into a frog.

Axe
The Axe arcs quickly through the air and can be thrown two at a time.

Torch
The Torch also arcs through the air and sparks a fire on the ground.

Knife
Because of its rapid firing rate, the knife is one of the best weapons.

Shield
The Shield is the only weapon you can use to defeat the Boss Demon.

Level 1: The Graveyard

What better place to begin your spooky adventure than in a grave-yard filled with ancient tombs and moldering, restless corpses? Besides the Zombies, you'll also meet and greet Ravens, Forest Ghosts and the first of many dangerous Red Devils.

Zombies

Zombies are slow, but you don't want to be caught in the middle of a jump when one rises out of the ground in front of you.

Ravens

Take out Ravens with a lance before they leave their grave-stone perches. Once they're airborne, they're tough to hit.

Spit Plants

The name says it all. These evil plants shoot at Arthur with their mouths from long range, so keep an eye out.

Flying Knights

These erratic creatures float up and down and can be destroyed only from behind, so it may be best just to avoid them.

Forest Ghosts

Affectionately known as "ghost burritos" since the early NES days, these tree-dwelling apparitions appear out of the dense foliage and hurl spears at you from the side or from above.

Unicorn

The boss at the end of the first level is a Unicorn, and not the friendly, horselike kind either. Jump over its fireballs and keep throwing lances as you retreat from its quick charges.

Level 2: Ghost Town

Watch your step as you clamber around on the haunted towers of the ghost town, since the slightest scare from a Blue Devil might tumble you off the narrow platforms to your doom. As you explore the crumbling facades of the abandoned village's outer perimeter, be careful not to fall victim to the speedy Little Demons that take flight from the empty windows near elevators.

Blue Devil

These miniature menaces fly so quickly that you might be better off just avoiding them as you progress. If you want to fight them, crouch down and fire repeatedly as they fly laterally toward you.

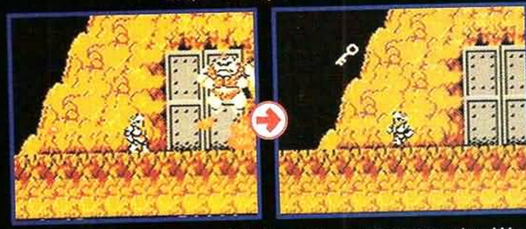
Headgear

Climb as high as you can on the left side of the towers then leap and grab the pot to make a life-giving Helmet appear here.

Ups and Downs

Don't try to jump all the way to the bank on your own—wait for the elevator to arrive then jump on it to cross the last gap.

Unicorn, Part 2



Not one but two Unicorns guard the door at the end of Level 2, and you'd be best advised to fight them one at a time. Inch forward until the first one attacks then retreat to deal with it before engaging the second.

Level 3: Underground Passage

The underground passageway leading to the castle entrance is a dank thoroughfare for Bats, Zombies, Ghosts and other freaks of nature. What's particularly confusing about it is the preponderance of pots sprinkled around the platforms. Although the occasional pot cues a bonus to appear, most of them simply cause Forest Ghosts or other nasties to arrive and attack Arthur.

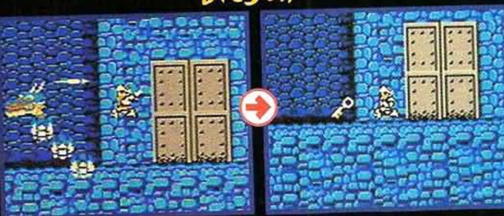
Tower Monster

The white towers flicker red right before they show their hideous faces, so take cover until they subside again.

Fire! Fire! Fire!

Near the end of the level you'll find the Torch. Its slow ground burn makes fighting the Red Devil much easier.

Dragon



The guardian at the end of the underground path is a Dragon with a segmented body. If you have the Lance you'll have to destroy it section by section, but a big fire from the Torch might end the battle in seconds.

Level 4: Castle Entrance

Getting to the door that gives way to the castle interior requires agile jumping and the ability to beat the heat. Besides the precision leaps that you'll have to make to clear the first area, you'll also find several more fake pots that summon dangerous creatures rather than point bonuses. If you still have the Torch, try to hang on to it throughout.

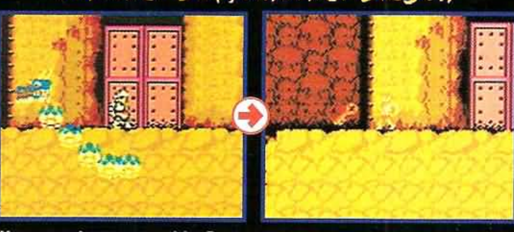
Mobile Steps

To survive early on, you'll have to jump from one platform to another. There's a Helmet up there if you're brave.

The Bridge

Almost every pot you see on the bridge will summon a Blue Devil from below your feet, so don't stand still.

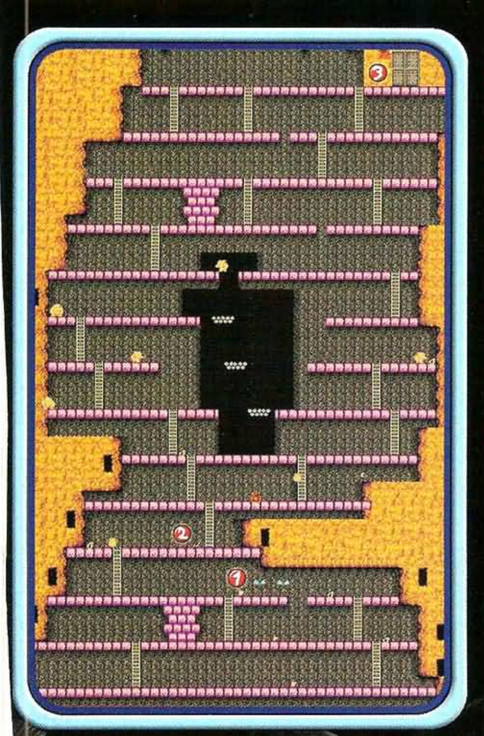
Another Day, Another Dragon



Your second encounter with a Dragon will take place by the castle gates, and if you haven't managed to keep your Torch, you may be in for a long battle. Try to leap and throw Lances at the back of its head as it passes by.

Level 5: Magic Castle

Finally, you've infiltrated the castle walls. A vicious fight with a creature known only as the Wicked One awaits you at the top of a long climb, but unless you fight exceedingly well against the hordes of Big Men, Skeletons and Bats along the way, you'll never reach the top. Keep your head (and your Armor) and don't forget the extra life on the fifth level.



Lots o' Evil

Enemies abound within the castle walls, and although you shouldn't have much trouble with the Skeletons or Bats, the Big Men present a whole new problem.

Get the Axe

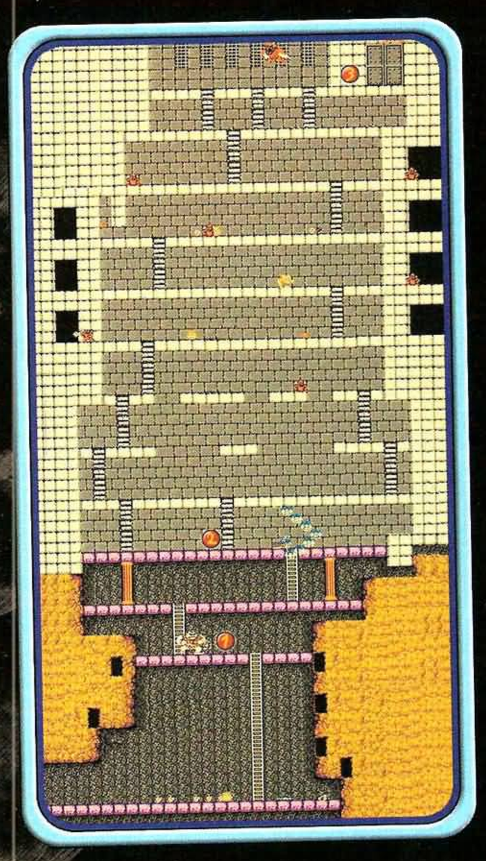
You may not want to give up your Torch for it, but the Axe is a pretty good weapon to have inside the castle. The arc is perfect for Bats and wipes out Big Men in two hits.

Wicked One

It's not the dark lord of Hades himself, but this Wicked One is plenty unfriendly. Leap over the bolts of power it fires at you and try to launch a few shots of your own while you're airborne. It's vulnerable while its wings are open.

Level 6: The Head of the Underworld

Arthur's knocking on the Boss Demon's doorstep now. At the top of this final ascent lies the door to the evil one's inner sanctum, but to get there you're going to have to face almost every nightmare you've seen up until now. Between bosses that you've already fought and the usual assortment of unpredictable lesser demons, you're going to have to string together a long run of flawless encounters to reach the top alive. Don't forget to grab the Shield, because it's the only weapon that can stop the Boss Demon.



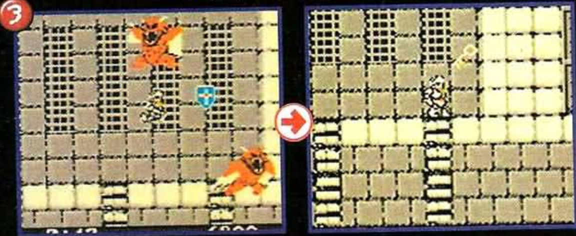
Boss Reunion

In the first section of this tower, you'll have to fight a Unicorn and a Dragon—not a very fun way to start a level, huh? Use your well-honed battle tactics to finish them both off.

The Shield

This weapon was known as the Cross in the first Ghosts 'n' Goblins, and it's just as vital now as it was then. Pick up the pot near this stairway to make the weapon appear, then grab it!

Very Bad Things

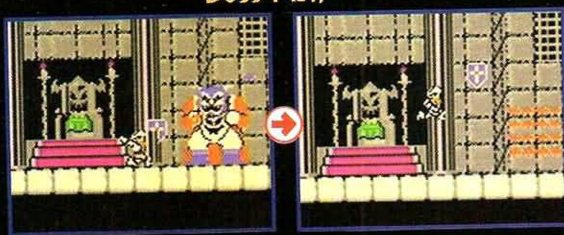


A pair of Wicked Ones guarding the Boss Demon's door, and if you're a smart knight you'll use the same tactic you used with the dual Unicorns—fight the vile fiends one at a time. The Shield is a great weapon to use against them, because it will destroy the shots they fire at you before nailing the beasts themselves.

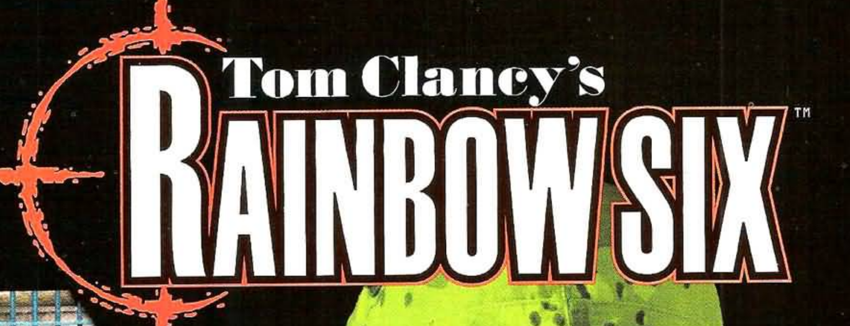
Level 7: The Chamber

If you didn't pick up the Shield before grabbing the key at the end of Level 6, you'll have to start over at the beginning of Level 5. Here's the reason: You can't fight the Boss Demon without the Shield. If you have the weapon in question, you'll be thrown directly into the evil wretch's royal chamber, where he'll begin spitting fire at you from a pair of mouths. Use the Shield to destroy the fireballs and hit the top of his head ten times to win.

Boss Man



Of course, veterans of the NES game know that this is only the beginning. After you beat the Boss Demon once, you learn that your quest was a dream, and you must play through the whole game again. It's much harder this time—you'll need polished skills as well as polished armor to really save the kingdom.



Tom Clancy's
RAINBOW SIX
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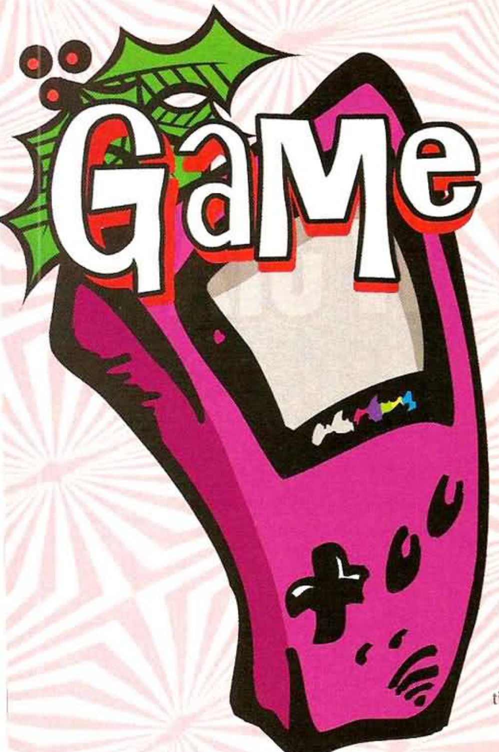
INSERTION

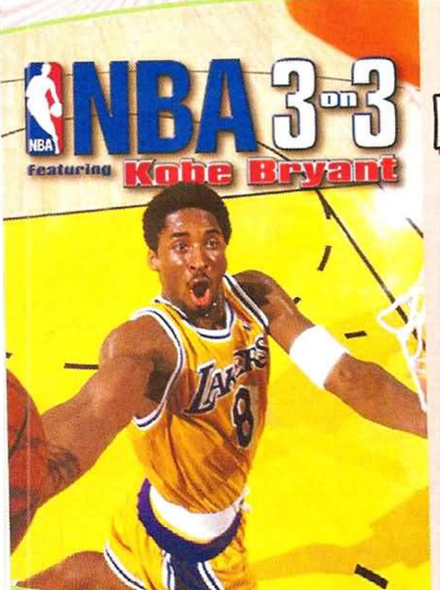
IT'S
YOUR
ONE
SHOT
TO SAVE THE WORLD.



Game Boy a-Go-Go

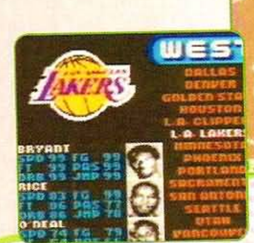
Happening Handheld

Dig that crazy Game Boy Color! A veritable rainbow of Paks is on the way, and this month's collection draws from the full spectrum, from sports to movie action to some true classics refreshed in full color for '99. Our coverage starts with Kobe Bryant's Pak-along. Take a look at what's in store—we think you'll be tickled pink.



Nothing But Net

B-Ballers and shot-callers now have something to do when it's too cold to play street ball. Kobe Bryant 3-on-3 takes all the teams in the NBA and shrinks 'em down to a Game-Boy-sized six man roster. After a few pickup games, your team should be ready to start a season—but if you think your team has what it takes, just dive right into the play-offs.



Hoop Screens

All of the NBA teams make an appearance in the game, and so do the home courts. The plays are simple and easy to run, and they often lead to a close-up cinema of the play being executed.

Full Stats

No self-respecting American sport (or sports video game) would be complete without a pile of statistics for each individual player and each team. There's plenty of self-respect in this game.

Fully Licensed Teams and Players

The NBA is made up of 29 teams, and each and every one is represented here. The teams are represented by six key players, whose likenesses are used on many of the Select and Statistic Screens.

Offense and Defense

Choose Strategy from the pause menu to view your choices. Use the control pad for both offense and defense. Choices include inside post and perimeter for offense, and tight and full court for defense.

Full-Screen Cinemas

Over 20 full-screen cinemas of jump balls, slam dunks and alley-oops simulate a big-time pro event. It's kind of like watching the game on television, with close-ups on the big plays—especially the dunks.

Pick and Roll

You can pick and choose all sorts of things in this game until it's custom-fit to your liking. True control freaks can even create a player.

Call the Shots

Do you like a fast and loose game? Just turn all the fouls off and let the whole goal tending thing slide. Uptight? Switch on the fouls, turn on the fatigue and make sure the shot clock is operational.

Alter the Roster

You're not stuck with the teams as they stand—you can trade a few players around a bit until you like the mix, or create a team with all of the best players. You can even play the starting lineup you think is best.

Create a Player

NBA coaches are sure to be jealous of the Create-a-Player option, which allows you to build and save six custom players. There are limits to how powerful the players can be. Only a set number of points are available to assign, so to gain more speed you may have to sacrifice some dribbling.

Slam Dunk

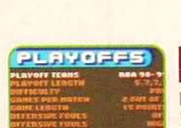
How much time do you have? For the pressed, there are pickup games to get you in and out in a hurry. For those with more time, there are the Playoff and Season options.

Pickup Games

Put all your basketballs into one basket and play a fast game where the first team to make one basket wins. Or settle into your couch and play best three out of five, no shot clock, no fouls, first to 15 points wins.

Play a Season

Go through an entire season right on your Game Boy. Unlike the actual NBA, you can choose to play best two out of three or three out of five per matchup. Make it easier by turning off some of the rules. Or play it straight.

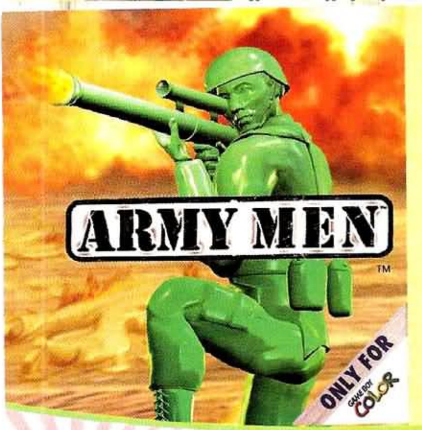


Go Straight to the Playoffs

Impatience is practically a virtue when you use the Play-Offs option. Why bother with a whole season when you can pass right into the play-offs? Use the teams from the 1998-99 NBA play-offs, or just play teams at random. Options abound. Or is that rebound?

Link Option

What do you get when you put two Kobe Bryant 3-on-3 Paks, two Game Boys and one Game Link Cable together? A far-out bunch of basketball fun, baby. Select the Pickup option then select the Link option. One-on-One 3 on 3. Tell that to your math teacher.



Little Green Men

It's not easy being green...and one inch tall and made of plastic. The Green Army has been called in to fight the Tan Army in some sort of brights versus neutrals clash. Sarge, the hardest working toy soldier this side of the Nutcracker, takes the missions on as a one-plastic-man army. Will someone give this little plastic guy some backup?

Active Duty

The Green Army tends to rely on Sarge for everything. He has to clear out plenty of areas so the troops can move in, taking out trucks and tanks and tons of soldiers all on his own.

Marching Orders

At the beginning of each level, Sarge receives his mission briefing. The stoic plastic soldier is often asked to eliminate enemy troops from an area, but at times he has to destroy trucks and tanks, too.

Hop in Vehicles

As the only Green Army man who seems to be doing anything, it falls to Sarge to drive tanks and jeeps into the fray. When Sarge is next to a vehicle, use the Select Button to pause the game and choose the In/Out Vehicle command.

Join Forces

Use the Game Link Cable to join forces with another Game Boy Color and Army Men Pak. This makes every plastic plaything's fave modes, Capture the Flag and Blitz, playable. Capture the Flag speaks for itself; Blitz is a head-to-head fight to the finish.

Artillery

The Little Green Plastic Munitions Company worked overtime to bring Sarge a mighty impressive pile of plastic firepower. Grenades, mortars, bazookas and flamethrowers await Sarge's capable hands.

Flamethrower

Somehow, this little plastic flamethrower manages not to melt while pumping out plenty of fire. These babies tend to burn out quickly, so watch out. Find these weapons in boxes marked "F."

Grenades & Mortars

These explosive items should be used at a distance, unless you're aiming to melt yourself. Neither has a very long range, but both can take down more than one enemy at a time. Pick up mortars from boxes marked "M" and grenades from boxes marked "G."

Mines and Mine Sweepers

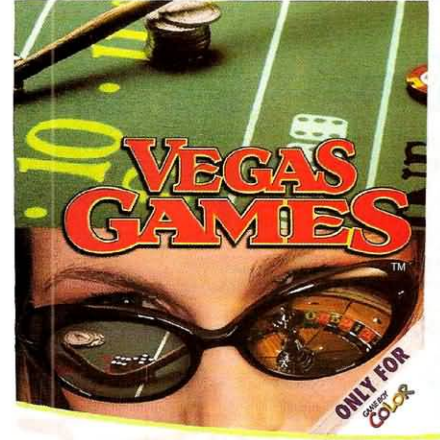
Located in boxes marked "L" and "S" respectively, land mines and sweepers are opposites. The land mines can be laid for enemies, but they will blow up Sarge, too, if he isn't careful. The sweeper locates and disarms enemy mines.

Bazooka

The bazooka has amazing range and packs a real wallop. Use the bazooka to make tanks and jeeps more manageable, or let a cluster of enemy troops know you mean business.

Combat Ready

Use the B Button and press Down to lay Sarge down on his stomach. While he is prone, he can target enemies more effectively than they can target him. Of course, it's harder for Sarge to hit a prone enemy, as well.



Casino Boy-ale

Game Boy a-Go-Go

Ahh, Las Vegas. The city that's simply aglow with the promise of good times, gaudy shows and easy money. It's probably the games—blackjack, roulette, keno, baccarat, poker, slots and craps—and the jackpots they promise that lead people to Vegas. Vegas Games is the way to play these games of chance without losing a dime.

Vegas Varieties

Navigating Vegas Games is a lot like walking into a very conveniently laid out, teeny tiny casino. Up to four players can play many of the games, though some are one-player challenges.

Slots

Decide how much virtual cash to pump in then virtually pull the lever. The one-armed bandit will do the rest. If your first choice doesn't work out, choose from the seven other slot machines with different themes.

Video Poker

Vegas Games has five different versions of the hugely popular video poker: Deuces Wild, Jokers Wild (Double Down), Tens or Better, Jacks or Better (Double Down) and the risky-sounding Jacks or Better (High Roller).

Craps

On the first roll, you win with a 7 or an 11 and lose with a 2, 3 or 12. Otherwise, whatever was rolled is the "point," and you want it to be rolled again before a 7 is. It gets more complicated from there.

Blackjack

This is the classic game of adding really fast then saying "hit me." Of course, in Vegas, you can also double down (double your bet but limit yourself to only one additional card) or split doubles into separate hands.

Baccarat

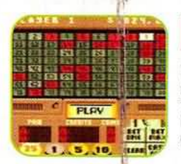
In this game, cards under ten are worth their face value, aces are worth one point and tens and face cards are worth nothing. Add the two cards together and take the number from the ones column as the score. Draw a card if your score is less than five.

Roulette

Players can be very vague about where they think the ball will stop on the roulette wheel and pick simply black, red, even, odd or a single number. The more specific the guess, the higher the payoff.

Keno

Keno is an odd game made even odder in its translation to video game form. Have you ever picked lottery numbers? Then you've pretty much played Keno. The more numbers you match, the higher the return.



Video Keno

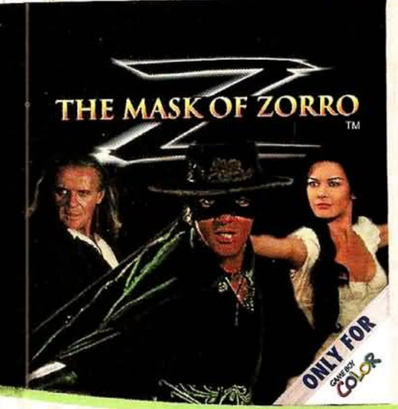
Video Keno takes the concept of picking out numbers on a piece of paper and brings it into the digital age. Traditionally, people use things like birthdays and hotel room numbers as guides, but go ahead and pick at random.

Money Wheel

Money Wheel resemble nothing more than a simple version of roulette. In this game, you try to guess which of the seven different items will come up when the wheel is spun.

See Your Stats

At the very end of the virtual casino is the Statistics area. It isn't actually a game involving statistics, though. In this area each player's actual winnings and losses are listed.



Man in Black

Crafty as the fox he is named after, Zorro is a mysterious masked figure, clad in black and brandishing a sword to right wrongs and protect the innocent. The Mask of Zorro, based on the Tri-Star picture, gives would-be swashbuckling swordsmen a chance to test their mettle against sword-wielding enemies and the occasional revolving tree stump with poles sticking out of it.

Z-Man's Moves

The Fox fences and flips his way through most of the levels, wandering into the path of many different enemies. Surprises, like hidden rooms and cut scenes and sounds from the movie, add to the drama.

A Variety of Enemies

There are many different enemies in Zorro's universe. Some are very dangerous, attacking him with swords and muskets. Others are slow on the draw and easy to defeat. Careful study of each enemy type is crucial.

Movie Magic

Sights and sounds from the movie The Mask of Zorro are peppered throughout the levels of the game. The screenshots and cinema scenes give clues to Zorro's history and his current mission.

Acrobatics

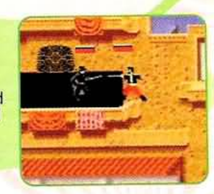
One of Zorro's many secrets is his devotion to gymnastics. Back flip by pressing the B Button and Down on the Control Pad. Grab poles and swing around them with B. Press Down and Left or Right on the Control Pad to perform somersaults.

Secret Rooms

Hidden amid the stone buildings of California are many secret rooms where Zorro picks up hearts to regain some or all of his health. The lovely Elena Montero inhabits some rooms, and her kiss completely restores Zorro's health.

Slashdance

The swordplay in The Mask of Zorro takes some practice to get used to. Hold the A Button down to stay in Fencing Mode, then use the Control Pad on the side Zorro is facing to attack high, forward and low in that direction. Block high, low and forward with the opposite side of the Control Pad.



Foxy Fencing

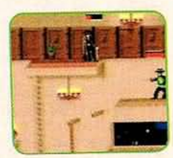
Zorro will never get anywhere until he masters the basic sword moves, learns his enemies' weaknesses and discovers enough secret rooms to keep himself healthy.

Stay Strong

Zorro has a health bar over his head, and as the red drains out, Zorro gets weaker. When Zorro's meter is half full, a visit to a secret room is in order, but Zorro can only pick up a heart or kiss once per room.

Know the Enemy

Different enemy types have different fighting styles. Watch each and remember which sword attacks work best on which type. Enemies with gold swords or muskets are particularly hard to beat.



Pick Your Fights

Many fights cannot be avoided, and Zorro must defeat an enemy to move on. Other times, Zorro can escape without having to fight, therefore avoiding damage. He who fights and runs away lives to fight another day.

Game Boy a-Go-Go

Blast From the Past

Nintendo Game & Watch games are, in a way, the ancestors of the Game Boy as we know it today. Game & Watch games were small hand-held games with '80s-style LCD displays. The games may have simple animation and easy rules, but that doesn't mean they aren't completely engrossing and challenging.

A Gaggle of Games

The more you play the games, the more hidden stuff you will uncover. Stars are awarded for setting high scores in the games. The stars are the key to unlocking all of the cool hidden things, including more games.

Classics Illustrated

The five games are presented in Modern and Classic versions. The Modern versions take the original game's idea and give it a Super Mario 8-bit makeover, substituting the Nintendo family of characters for the generic originals.

Modern Classics

All of the games are deceptively easy at first but require skill and fast reflexes to bring in the high scores. Timing is definitely everything in the Game & Watch world.

Egg

Yoshi eats cookies in the Modern version, while a wolf catches eggs in the classic version. Egg starts out very slowly but quickly tests your reaction time as you turn to catch the cookies before they burn or the eggs before they break.

Greenhouse

Stop the insects and monkeys from ruining the plants in your bi-level greenhouse. The Classic version is trickier, because the screen shows only one level at a time clearly, with the other small and harder to see.

Turtle Bridge

Using bridges made of little creatures is your first mistake. Your second is agreeing to go back and forth delivering packages. The turtles (Classic) and the birds (Modern) will dive away, leaving gaps in the bridge.

Gallery Corner

This corner of the game contains a museum, a music room, a note board and a place to learn secrets. But you can't access much until you collect enough stars for two or three constellations.

A Link to the Past

Two players can use the Game Link Cable to play the games cooperatively or competitively. Two people can use the Game Link Cable also to link G&W Gallery 1 or 2 to G&W Gallery 3 to view titles in the museum—but only if each game in G&W Gallery 1 or 2 has a high score over 1,000 points.

Mario Bros.

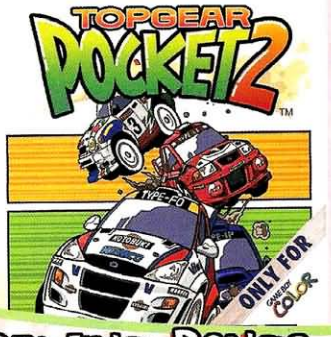
To put themselves through The International College of Plumbing, where they minored in Action Heroism, Mario and Luigi worked at a loading dock moving packages along a multilevel conveyor belt and loading them into a truck.

Donkey Kong Jr.

Donkey Kong and Mario's troubled relationship passes down to the younger generation in this game. Donkey Kong Jr. has to avoid enemies and jump up vines to reach the key that unlocks his daddy's cage.

Secret Stash

Five additional Classic games are hidden in this Pak. The only way to unlock them is to earn stars by playing all of the games and reaching high scores. The Modern and the Classic versions of each game will earn separate stars.



Ginchy Gear

Top Gear Pocket 2 has several modes. The Quick Arcade Mode is a little cream puff of a game that corners nicely and drives so smoothly you'll be surprised at how fast you're moving. The Championship Mode requires more maintenance. When you start a new game, you'll have to upgrade your car if you want to stay in the race.

Driving Range

Top Gear is packed with features. There are six tracks and four types of driving conditions to choose from. You can pick one of the seven car models and upgrade it once you've earned enough points. And the stats can be saved.

Record Keeping

Each course has its own list of records that shows the course time, type of car, and weather conditions. All data is erasable—a nice feature in case your one really annoying friend gets the fastest score.

Track Talk

Plenty of twisty tracks are packed into Top Gear Pocket 2: grassland, lakeside, forest, savannah, mountain and city. Each has two difficulty levels and four conditions (fine, rain, snow and night) to apply to the tracks.

Upgrade Your Car

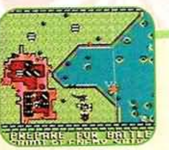
In the Championship Mode, you need to win races and earn prize money to purchase tune-ups for your car. Select Tune-Up before a race and buy as much speed, acceleration, handling and breaking as you can afford.

Castle Crisis

Back in the days before peace, love and understanding, there was war. Oh, wait, there still is war. But not with these cool castles and cannons! Rampart might seem as old as war itself, but the classic strategy and frantic action is just as fun today as it was when the game first appeared in the arcades.

Barriers, Boats and Battles

Rampart isn't about flashy graphics and fast gameplay. It's about strategy and defense. In two-player mode, it's also about bombing the living daylights out of your buddy.



Block the Boats

If the boats land on your shores, they will send out troops to storm your castle. That's bad. To stop them from docking, make sure you use your precious cannonballs on the boats closest to your shore.

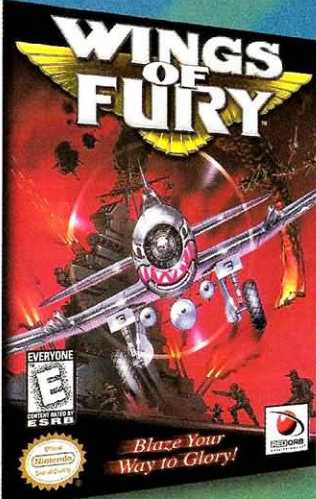
No Castles in the Air

To protect your castle from devastation, to unite all peoples within...no, wait. To protect your castle, you need to fortify the rampart surrounding it. Concentrate on making a thick wall that completely surrounds the castle.

Castle Crushing

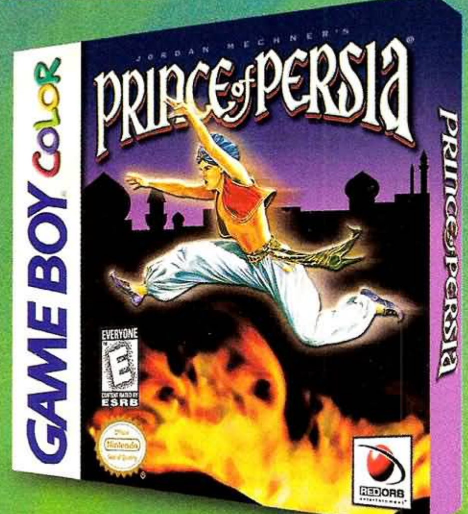
The two-player mode takes the game play to a higher level. Try to shoot small but strategically placed holes in your opponent's castle. They are much harder to patch. If you destroy enough of the castle, you will take cannons out, too.

CLASSIC ARCADE ACTION FROM THE PACIFIC TO PERSIA!



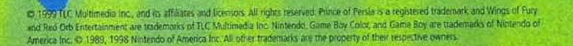
As an F6F Hellcat pilot, you must fight your way back to allied waters in this WWII classic based on the hit computer game. Bomb fortified enemy islands and engage enemy "zeroes" in air combat as you try to get home. Are you combat-ready?

Based on the hit game that set the standard for intense action and adventure. Armed with your sword and your wits, you must save the Princess before time runs out. Be careful where you step – those spikes can be nasty.



Red Orb Entertainment™ presents two classic titles on the Game Boy® Color video system. Experience unparalleled action and adventure from the skies over the Pacific to the palaces of ancient Persia. So strap into the cockpit or grab your sword and get ready to be a hero.

GAME BOY



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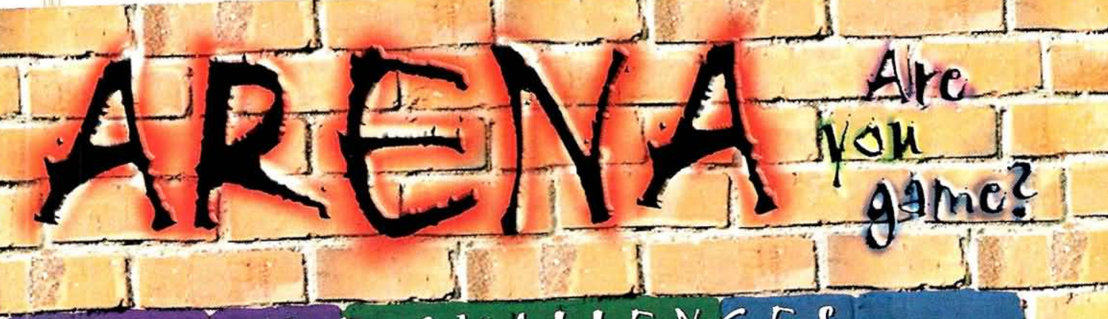


THE CHALLENGES

TIME FOR TRIBALS

"Every Tribal goes home"—that's your battle cry for this month's JFG challenge. Blast off for the Walkway, Spawnship and Rith Essa and rescue every scruffy Tribal as quickly as your space boots or rocket paws can take you. The speediest saves will appear in an upcoming Arena.

AIRTIME CHALLENGE

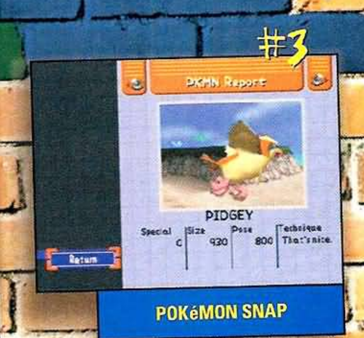
Will you flip for Arena? Spin and roll, but don't crash and burn in the Airtime Challenge course of your choice. Feel free to use the Unlimited Turbos Code detailed in this month's Classified Information. Pull off as many stunts as you can, then send us a photo of your record score.

GOTTA SNAP 'EM ALL

For this month's photo opportunities, focus in on Squirtle, Pidgey, Vulpix, Poliwag and Rapidash. If your photo safari develops into a high-scoring expedition, send us the snapshots of your point totals. You could very well land in our hall of fame.

JET FORCE GEMINI

HOT WHEELS TURBO RACING



POKéMON SNAP

NP SCOREBOARD

NIGHTMARE CREATURES

Best times for 100% on Level 1 (Vol. 119)

Luke Horenziak, Kingston, MI	3:30
Lisa Self, Orient, OH	4:16
Mike Maas, Shorewood, WI	4:48
Matt Milburn, Broken Arrow, OK	5:43

THE LEGEND OF ZELDA: OCARINA OF TIME

Biggest catch from the Fishing Pond (Vol. 116)

Calvin Chan, Mineola, NY	35 lbs.
Mike DuBois, Flint, MI	35 lbs.
Brett Franklin, Abbotsford, BC	35 lbs.
Anthony Hazboun, Harbor City, CA	35 lbs.
Kevin Hom, Baltimore, MD	35 lbs.
Larry Lammers II, Pensacola, FL	35 lbs.
Colin Narod, Herndon, VA	35 lbs.
Eric Olson, Mosinee, WI	35 lbs.
Jonathan Plichta, Milford, MI	35 lbs.

CRUIS'N WORLD

Best Time for Australia (Vol. 115)

Jonathan Wood, Montclair, CA	0:38.79

Best Time for Hawaii (Vol. 115)

Mike Fulker, Pella, IA	1:03.43

Best Time for Germany (Vol. 115)

Mike Fulker, Pella, IA	1:00.63

Best Time for Egypt (Vol. 115)

Matt Thier, Lake Forest, IL	0:48.26

Best Time for Japan (Vol. 115)

Jonathan Wood, Montclair, CA	0:47.76

Best Time for New York (Vol. 115)

Tim Bledsoe, Torrance, CA	0:55.86

WHERE AM I?

Big world, little monkey. With so many nooks and crannies, the sprawling world of Donkey Kong 64 gives Tiny Kong plenty of places to hide. See if you can identify where Monkey Spice has run off to.

Quiz

NAME THAT SNOW LEVEL

Winter is upon on us, so let it snow, let it snow, let it snow! And it seems like it did just that in almost every other game out there, since practically all games nowadays boast a snow level (not to mention a desert level, a volcano level, a haunted level...). Can you identify the game and area where the snow has fallen in the following screen shots? Plow through them, and next month we'll reveal the answers.

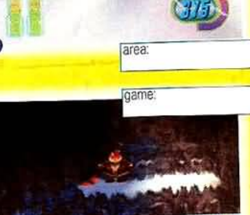
1. game: ______

area: ______

2. game: ______

area: ______

3. game: ______
area: ______

4. game: ______

area: ______

5. game: ______
area: ______

6. game: ______

area: ______

Quiz

SEASON'S GREETINGS IN GAMING

'Tis the season to be jolly, and nothing makes us happier than video games. Embedded in the names of many of them and contained within the monikers of some of our favorite characters are words related to the month of December. Using our clues, fill in the name of the game or character that bears a season's greeting.

1. A racing game
S□□ □□AN□□□□□ □□□□:
□□T□□□□ □A□□□□

2. The names of three *Star Wars: Episode I: Racer* drivers
□□□K□□ □□□WA□□□□,
□□□□□N□,
□□Z□□□ □A□□□□□

3. Three Pokémon
C□A□□□ND□□,
□Y□□,
□□CA□□NE

4. A racing game and a quiz game
PE□□□ □ACE□□ &
J□O□□□□Y!

5. Three Pokémon
□HAN□□□,
□UK,
K□□□A□□H□□

POKéMON

Caught 150 Pokémon (Vol. 114)

Javis Ogden, Miami, FL
Brent O'Hara, Hamilton, OH
Kevin O'Leary, Monroeville, PA
Brian Park, Naperville, IL
Evan Perry, Stafford, VA
Steven Petersen, Minnetonka, MN
Jerrin Poblete, Jacksonville, FL
Jason Proffitt, Burnsville, NC
Ray Riggs, Knoxville, TN
Nicholas Roma, West Palm Beach, FL
Elliot Sadlo, Portland, OR
Erik Sakovitch, Binghamton, NY
Sean Samocki, Griffith, IN
Ian Sanfilippo, Fountain Valley, CA

SUPER RETURN OF THE JEDI

High scores (Vol. 120)

Steven Bertram, Bloomington, IL	1,224,429
Frederic Busque, Pintendre, PQ	1,193,850
Patrick Marmo, Brewster, NY	225,250

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than January 10, 2000.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 126

Who Am I?
Magmar

Game Rebus
1. Bull + Bass + Oar
= Bulbasaur
2. Rat – T + Pidgey – G + Ash
= Rapidash
3. Tee + M + Rock + Toilet – Toy – L
= Team Rocket
4. Poe + Kane – N + Goemon x Bee / Gabi
= Pokémon

YOUR POWER GUIDE TO THE LATEST RELEASES

Nintendo NOW PLAYING

December 1999

NINTENDO 64

DONKEY KONG 64

Everyone will go bananas over DK 64. It's HUGE!

GRAPHICS: Donkey Kong 64 gets the most out of the N64 using the Expansion Pak to deliver stunning real-time lighting effects. Every graphic detail, from the animation to the textures, is a Rare and precious gift.

PLAY CONTROL: Although each Kong has several individual moves, it's easy to learn and use most of them. The camera can be slightly frustrating when it doesn't follow the character quite fast enough.

GAME DESIGN: DK 64 is vast, but it seems even more so, because you have to cover each world five times, and during each exploration with a new Kong you'll open up new areas. The variety of play is staggering.

SATISFACTION: Players of all kinds will love DK, but it will take most of them a long time to finish the game. Even the best players will spend dozens of hours in the eight worlds.

SOUND: The music is always appropriate, and the quality is exceptional. The sound effects are often comical.

COMMENTS: Scott—*It's easy to get side-tracked, but that just adds to the challenge. Overall, it's magnificent.* Nate—*All in all, it's a huge and hugely satisfying game.* Andy—*Rare knows how to create a rich gaming experience.* Kyle—*Too darn many little bits to keep track of.*

- Nintendo/256 Megabits
- One to four players simultaneously
- Expansion Pak included with the game
- 8 worlds
- 2 multiplayer games with six modes

OVERALL RATING 8.6

GRAPHICS 9.6

PLAY CONTROL 8.0

GAME DESIGN 8.1

SAT. 8.6

SOUND 9.0

HOW IT RATES

DK 64 gets the expected E rating from the ESRB, but the ratings board also included a comment about animated violence. This is the sort of comic cartoon violence that you get in most platform games.

NINTENDO POWER STAFF SCORES

9.8 → Andy
9.7 → John
9.3 → Kyle
8.6 → Scott
7.3 → Armond

NBA SHOWTIME

NINTENDO 64

Midway goes to the hoop on Showtime.

GRAPHICS: When the players first show up on the court, they look like freaks, but when the game starts, their moves are the best in the league. The dunks are spectacular.

PLAY CONTROL: Showtime is plug and play. Slow learners might take 10 seconds tops to figure this one out. Even so, it remains fun game after game. Some of the menu functions are less friendly.

GAME DESIGN: The arcade experience is what Showtime is all about, and that's all you're going to get with this game. There is no simulation mode at all.

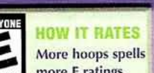
SATISFACTION: Showtime is stripped down and simple, but it's still a blast. Players familiar with the classic NBA Jam games and Midway's football arcade smash, Blitz, will enjoy this one.

SOUND: Showtime includes the NBC music and colorful commentary that fit the game perfectly. Eurocom, a U.K. developer, deserves a lot of credit for getting it right.

COMMENTS: Andy—*This is the two-on-two slam-a-rama that we've been waiting for. Midway does arcade sports better than anyone.* Scott—*The nuttiest create-a-player yet, but it's as fun as the rest of the game.* Nate—*Great fun for the less discriminating NBA fan.* Kyle—*Two-on-two is plenty, but this isn't for purists.*

OVERALL 8.2 RATING

- Midway/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Hidden characters
- Character-a-Player



HOW IT RATES More hoops spells more E ratings. This game is just two-on-two basketball without any violence—though the commentators may insult you for bone-headed plays.

GRAPHICS 8.2
PLAY CONTROL 8.6
GAME DESIGN 7.4
SAT. 8.4
SOUND 8.4

NINTENDO POWER STAFF SCORES

- 8.7 → Andy
- 8.2 → Sonja
- 8.1 → Ed
- 7.9 → Nate
- 7.9 → Scott

WRESTLEMANIA 2000

NINTENDO 64

This WWF is more real than the real thing.

GRAPHICS: The 3-D and video intro sequences are impressive, but the models of the wrestlers look patched together more than the wrestlers in WWF Attitude. That's about the only area in which Wrestlemania 2000 takes a back-seat. The video-based animation is great.

PLAY CONTROL: This title takes the belt for play control. Wrestlemania 2000 uses the grapple-based wrestling engine that has won two best-of-category awards from the AIAS two years running. You'll feel as if you're in control right from the start, and the system is easy to learn.

GAME DESIGN: THQ packed this puppy with everything including a first-class character editor, pay-per-view mode, Road to Wrestlemania career path and great options like attitude and blood controls.

SATISFACTION: Wrestlemania 2000 will deliver endless hours of fun no matter how many players join in.

SOUND: The music and crowd reactions are very good, but the use of voices is limited.

COMMENTS: Scott—*The AI was so good that playing the CPU felt like challenging a human.* Sonja—*It's fun and very true to the show.* Nate—*Great cinematic feel before and during the match.* Jason—*Little touches give this game a very authentic WWF feel.*

- THQ/256 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- 3 save files
- Create-a-Wrestler Mode
- 7 TV settings

HOW IT RATES Wrestlemania 2000 gets a T rating with comments noting the animated violence, mild language and suggestive themes in the game. There's nothing that you wouldn't see on TV, but it's still pretty raw.

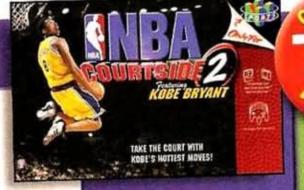
GRAPHICS 7.6
PLAY CONTROL 7.8
GAME DESIGN 8.0
SAT. 8.2
SOUND 8.2

NINTENDO POWER STAFF SCORES

- 8.6 → Scott
- 8.3 → Jason
- 8.1 → Nate
- 7.5 → Andy
- 7.4 → Sonja

NINTENDO 64

NBA COURTSIDE 2 FEATURING KOBE BRYANT



OVERALL 7.9 RATING

Kobe returns for another season in the NBA.

GRAPHICS: Left Field's reputation for superior graphics is well deserved, and one look at the second Courtside shows just how pretty a basketball game can be. Everything from the realistic animations of special moves to the emotional reactions of players screams quality.

PLAY CONTROL: It almost seems that you can do anything in Courtside 2 that a real NBA player could do, but it isn't easy learning all the intricacies unless you've played last year's game. The special moves—the fakes and between the leg dribbles and alley oops—make this game come to life.

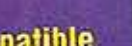
GAME DESIGN: Courtside 2 has the most complete set of options and modes next to Jam 2000. You can enter a three-point contest or play seasons, arcade matches or practice.

SATISFACTION: Hardcore basketball simulation fans will have enough to keep them busy until next June. Casual players won't need to know how to use all the bells and whistles to have fun, particularly in multiplayer matches.

SOUND: The play-by-play announcing is good. Sound effects, such as shoes squeaking on the hardwood, are excellent, as well.

COMMENTS: Scott—*It's a definite contender, but you need to put in time to get the most out of it.* Andy—*The Career Mode is unique.* Dan—*You can see all the details like animated faces.*

- Nintendo/128 Megabits
- 1 to 4 players
- Rumble Pak compatible
- Expansion Pak compatible
- Save files on Game Pak
- NBA and NBAPA licenses



GRAPHICS 8.4
PLAY CONTROL 7.8
GAME DESIGN 7.6
SAT. 8.2
SOUND 7.4

HOW IT RATES

Kobe has the best moves in the NBA and that's something that everyone can enjoy, so the ESRB rewarded Courtside 2 with an E rating.

NINTENDO POWER STAFF SCORES

8.9 → Ed
8.4 → Andy
7.7 → Dan
7.6 → Scott
7.2 → Nate

NINTENDO 64

NBA LIVE 2000

OVERALL 7.9 RATING

EA Sports puts it all in their game.

GRAPHICS: The cinematic animation in Live 2000 is the best around, and the on-court moves don't look too shabby, either. The action in the Simulation Mode is the best-looking part of the game. The One-on-One Mode with Michael Jordan seems a bit slow in comparison to the five-on-five, which is the opposite of what you'd think.

PLAY CONTROL: Live 2000 is responsive and the Controller configuration makes sense so the learning curve is gentle.

GAME DESIGN: EA knows sports games, and they did a sound job on Live 2000. It has everything that most gamers want, and it's both playable and fun.

SATISFACTION: The sim side is sweet, but the Jordan add-on doesn't really add much.

SOUND: The rap music soundtrack is fitting and the play-by-play is accurate, if uninspired.

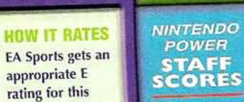
COMMENTS: Nate—*This is the best of the bunch. Good graphics, easy to learn but deep sim play. Of course, there's the small matter of being able to play with MJ for the first time since Atari's one-on-one with Bird and Jordan.* Scott—*This is a good all-around basketball sim for casual to hard-core gamers.* Andy—*Symbol-based passing gives you complete control. Rahzel rocks the soundtrack.* Dan—*Smooth graphics and fast game play.*

- EA Sports/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Michael Jordan
- NBA and NBAPA licenses

GRAPHICS 7.8
PLAY CONTROL 8.2
GAME DESIGN 7.2
SAT. 8.2
SOUND 8.0

HOW IT RATES

EA Sports gets an appropriate E rating for this b-ball simulation, which suggests that it is suitable for every basketball fan, or at least most of them. We would agree with that wholeheartedly.



NINTENDO POWER STAFF SCORES

8.7 → Andy
8.0 → Kyle
7.8 → Nate
7.5 → Ed
7.5 → Scott

NINTENDO 64

RAINBOX SIX

OVERALL 7.9 RATING

A storm of danger comes to the N64.

GRAPHICS: The development team at Saffire Corp. did a nice job on the graphics of Rainbow Six, particularly with regard to the variety of the settings. Missions take you from jungle camps to the halls of Washington, D.C. The menus for selecting team members and choosing equipment take some getting used to.

PLAY CONTROL: Overall movement and targeting is very good. With so many capabilities for team members, Rainbow Six almost runs out of buttons on the Controller. Players must use the Control Pad for several vital controls, and that is an awkward stretch.

GAME DESIGN: It's realistic, loaded with action and cool weapons, and the depth will keep players going for days. The two-player cooperative mode is an added bonus.

SATISFACTION: Spy and action fans will eat this one up.

SOUND: The music is dramatic and very good. The footfall sound effects are annoyingly loud for covert operatives, but the bad guys seam to have stuffed cotton in their ears.

COMMENTS: Scott—*GoldenEye fans should give this one a look. It has the depth and variety that WinBack is missing.* Jason—*It conveys a chilling sense of realism.* Sonja—*I liked the team aspect.*

- Red Storm/ 128 Megabits
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak compatible
- Passwords

GRAPHICS 7.6

PLAY CONTROL 7.0

GAME DESIGN 8.6

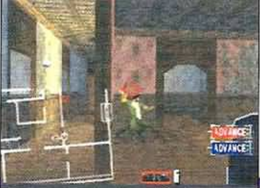
SAT. 8.2

SOUND 8.2

HOW IT RATES

The ESRB rated this one a T for animated violence and animated blood and gore. Rainbow Six's realistic covert ops theme gives it an older appeal. The bottom line is that players shoot bad guys with guns.

8.9 → Jason
8.6 → Scott
7.9 → Andy
7.2 → Kyle
7.2 → Sonja



NINTENDO 64

READY 2 RUMBLE BOXING

Are you ready to rumble in Midway's fantasy ring?

GRAPHICS: The cartoony appearance of the boxers in Ready 2 Rumble adds to the arcade feel of the game. The special moves look particularly cool. The only downside is that most of the alternate camera angles are difficult to use if you actually want to play the game—a small flaw since the default camera is very good.

PLAY CONTROL: Although the controls are fairly responsive, it often seems that CPU opponents can get off more punches than you. As a result, it takes a while to learn the timing necessary to clobber opponents.

GAME DESIGN: Midway deserves a lot of praise for trying something new and making it work. Ready 2 Rumble has one- and two-player modes, both of which are fun, particularly if you put in the time to learn the moves.

SATISFACTION: Casual gamers may be frustrated with R2R, but hardcore gamers will have a lot of game to love.

SOUND: This is another fun element of the game, from the opening announcer to the sounds of the rabid crowd.

COMMENTS: Nate—*This is a pretty challenging game instead of being just a slugfest. You have to build your boxers up, and the variety of their special moves makes it difficult to master.* Armond—*Probably the best boxing game I've ever played.*

- Midway/256 Megabits
- 1 to 2 players simultaneously
- Controller and Rumble Pak compatible

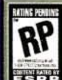
GRAPHICS 8.0

PLAY CONTROL 7.7

GAME DESIGN 7.7

SAT. 8.1

SOUND 8.1



HOW IT RATES

Ready 2 Rumble hadn't been rated by the time we went to press. The violence is limited to punching and knockouts, so we expect a rating of T from the ESRB.

NINTENDO POWER STAFF SCORES

8.3 → Armond
8.3 → Nate
7.8 → Andy
7.8 → Jason
7.5 → Scott

TOP GEAR RALLY 2

Kemco rallies with a great racing sequel.

GRAPHICS: Everything about this racer shows a lot of class, including the realistic graphics that feature specular highlighting. Saffire Corporation added super touches such as flowing rivers, splashing mud (that actually muddies up your car) and fogless horizons (unless the fog blows in as a condition of the weather).

PLAY CONTROL: It's refreshing to find a realistic racing game with smooth controls. Each player can adjust the steering so the feel is natural. With part upgrades, the cars become faster and more reliable, and they handle better, too.

GAME DESIGN: Like World Driver Championship, Top Gear Rally 2 has a career component. Drivers earn points and money. The money goes toward upgrades while the points earn recognition and offers from other teams with new cars. The multiplayer mode supports up to four drivers.

SATISFACTION: What World Driver did for road racing on the N64, Top Gear Rally 2 does for rally racing.

SOUND: The sound effects are very good. You can even hear the clunking sound of parts when they're damaged.

COMMENTS:

Scott—*This game has great production values, and it's loads of fun.* Andy—*A nice balance between realism and ease of play.*

- Kemco/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- 14 rally cars plus three hidden cars
- 50 races and 25 random courses

GRAPHICS 7.6
PLAY CONTROL 7.8
GAME DESIGN 7.4
SAT. 7.2
SOUND 7.4

HOW IT RATES

As a pure rally racing game, Top Gear Rally 2 received a clean E rating from the ESRB without any comments. There is no violence, and the only dirt is the sort that gets flung up from the tires.

NINTENDO POWER STAFF SCORES

8.7 → Scott
8.5 → Andy
7.3 → Kyle
6.7 → Jason
6.3 → Sonja

CASTLEVANIA: LEGACY OF DARKNESS

Meet the frightening prequel to Castlevania 64.

GRAPHICS: Konami may be pushing the limits of what you can call a new game, but the graphics of this second N64 Castlevania game are clearly improved from last year's title. The Expansion Pak has been used for higher resolution and the game looks richer.

PLAY CONTROL: Play control has also been improved in this 3-D adventure. The loose camera controls of the first game have been replaced with much better motion and tracking AI. The result is much tighter control for jumps and throwing attacks.

GAME DESIGN: Much of the game will seem familiar to players of the original, but there are changes throughout the game and completely new areas, as well. You can access the extra characters only after playing through the entire game, but that adds to the replay value.

SATISFACTION: Castlevania fans will enjoy the reprise but may feel as if there should be no repeated areas. Players who never tried the last Castlevania owe it to themselves to give this one a play.

SOUND: Like the first title, this Castlevania has excellent music and sound effects.

COMMENTS:

Sonja—*It's what the first game should have been. The play control is sooo much better.*

- Konami/128 Megabits
- 1 player
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- 5 characters

GRAPHICS 7.7
PLAY CONTROL 7.0
GAME DESIGN 6.8
SAT. 7.3
SOUND 7.7

HOW IT RATES

Although the ESRB hadn't rated this game at press time, it will likely receive a T rating with descriptors such as animated violence, blood and gore. The themes are rather dark and menacing.

NINTENDO POWER STAFF SCORES

8.0 → Sonja
7.7 → Scott
7.4 → Andy
6.9 → Nate
6.5 → Kyle

NINTENDO 64

NBA JAM 2000

Acclaim returns to the real Jam.

GRAPHICS: The player models in this year's Jam contain about 600 polygons in the Jam Mode—twice the detail of last year's game. They look good, but the animation is not very lifelike or exciting. The animation in the Sim Mode is more fluid, but the players have less detail. There are some nice camera angles, and the arenas look super.

PLAY CONTROL: Control in Jam Mode is fairly simple—the way it was in the arcade and earlier console versions. The Sim Mode has more options than the Jam Mode including a quick, one-button selection for every player on your team.

GAME DESIGN: You'll find seasons, tournaments, multiplayer options and cheat codes, not to mention all the NBA teams and players. The Create-a-Player editor is quite good, although created players hog space on the Controller Pak.

SATISFACTION: The Sim Mode is OK and the Jam Mode is nostalgic, but the biggest plus is that this year's game includes both.

SOUND: Marv is back, and the play-by-play begins repeating itself within a few minutes. The music and sound effects are better than the speech.

COMMENTS: Dan—*Disappointing. I was looking forward to rim-rocking action. All I got was a standard two-on-two with slightly puffed up characters.*

- Acclaim/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Create-a-Player editor
- Sim and Jam Modes

OVERALL RATING 7.1

GRAPHICS	7.4
PLAY CONTROL	7.2
GAME DESIGN	7.0
SAT.	6.8
SOUND	6.8

HOW IT RATES

Well, it's basketball, so even though the game wasn't rated at press time, we fully expect it to get an E rating from the ESRB. No one picks fights in this virtual game, on or off the court.

NINTENDO POWER STAFF SCORES

- 7.8 → Andy
- 7.7 → Kyle
- 7.0 → Dan
- 6.5 → Nate
- 6.4 → Scott

NINTENDO 64

TOY STORY 2

Buzz Lightyear saves the play on the N64.

GRAPHICS: Just like in the Disney/Pixar movie, the graphics are the star of this game. Not only do Buzz and his toy pals look like their silver screen counterparts, they move like them, too. The only problem is the Active Camera option, which swings around like a careless ape on a branch. Fortunately, there's a Passive Camera option that's much better.

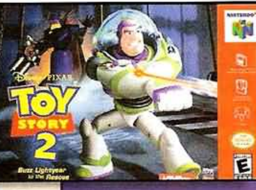
PLAY CONTROL: This is a mixed bag. The aiming control takes players into a zoom mode and gives them a high degree of precision, but the jumping controls are too loose. Players will find themselves having to repeat some difficult moves over and over.

GAME DESIGN: Characters and locations from the movie have been used very well in this 3-D platform game. There's quite a bit of variety, but it isn't always clear what you need to do next, and there isn't much in the way of innovation.

SATISFACTION: Toy Story 2 fans should be happy to get a decent game that looks and sounds reasonably close to its cinematic precursor.

SOUND: The music is straight out of the movie and very good. There is some use of character voices but not enough.

COMMENTS: Scott—*There's enough here for fans to take a look, but stay away from the evil Active Camera.*



- Activision/96 Megabits
- 1 player
- Controller and Rumble Pak compatible
- 10 levels

OVERALL RATING 7.1

GRAPHICS	8.0
PLAY CONTROL	6.7
GAME DESIGN	7.0
SAT.	6.8
SOUND	7.2

HOW IT RATES

Apparently the ESRB doesn't have a problem with toy-to-toy violence. Buzz blasts robots and other toys to bits, but the game earned an E rating without any descriptors. Some toys get all the luck.

NINTENDO POWER STAFF SCORES

- 8.3 → Ed
- 7.8 → John
- 7.1 → Sonja
- 6.7 → Scott
- 6.2 → Armond

TUROK: RAGE WARS

OVERALL RATING 7.0

It's all for Turok and Turok for all.

GRAPHICS: You expect great graphics from a Turok game, and Acclaim doesn't let you down with this hybrid shooter. The overall look is crisp, the animation is excellent, and the special particle and lighting effects such as explosions and flares make Rage Wars a graphics feast.

PLAY CONTROL: The play control is pretty much the same as in Turok 2. It's responsive and great for aiming and shooting. Jumping is still more of a challenge, but you don't have to do much jumping in this game. If you're not used to Turok controls, it may take some time for them to feel natural.

GAME DESIGN: The idea behind Rage Wars was to concentrate on making a great multiplayer shooter and to make intelligent bots that could recreate the feeling of a multiplayer match in a one-player game.

SATISFACTION: The multiplayer mode of Rage Wars is reason enough to check this game out, but the one-player game may disappoint.

SOUND: Overall sound quality is very high.

COMMENTS: Armond—*Rage Wars moves away from previous Turok styles and attempts to develop a mission-based, multiplayer action style. An "A" for effort.* Scott—*The weapons are great and the gore is airborne, but the one-player game misses its mark.*

- Acclaim/64 Megabits
- 1 to 4 players simultaniously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements

GRAPHICS 7.6
PLAY CONTROL 7.2
GAME DESIGN 6.4
SAT. 6.8
SOUND 7.2

HOW IT RATES

The ESRB gave Rage Wars the expected M rating. The level of carnage is high with animated violence and gore and such taste-challenged weapons as the Cerebral Bore. It's all a bit too much for younger players.

NINTENDO POWER STAFF SCORES

7.8 → Armond
7.3 → Scott
6.7 → Nate
6.7 → Sonja
6.6 → Kyle

XENA: TALISMAN OF FATE

OVERALL RATING 6.8

Xena, the Warrior Princess, fights on the N64.

GRAPHICS: Xena 64 looks very sharp. The character models truly resemble the characters in the TV show, and the moves include some impressive special effects and animations. Arenas and backgrounds suggest the home territory of characters in the game.

PLAY CONTROL: Responsiveness is very good for all the characters using either the Control Stick or Control Pad. There are special moves, as well.

GAME DESIGN: Xena includes a one-player Quest Mode and a multiplayer Battle Mode. Unlike some tournament fighters, the combatants use weapons and the arenas are 3-D. The Controller configuration option is something that all fighting games should include.

SATISFACTION: The Quest Mode is probably too short for most fighting fans, but the four-player melee, which also supports cooperative team play, can be a lot of fun.

SOUND: The music and sound effects are fairly good, but the characters don't say much that is recognizable from the show.

COMMENTS: Scott—*Even for Xena fans, this game is fun only as a multiplayer melee fighter like Super Smash Bros.* Sonja—*It's a blast as a multiplayer game. Being able to climb up walls to escape is a great new idea.*

- Titus/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- 10 characters
- 2 Modes

GRAPHICS 7.5
PLAY CONTROL 7.2
GAME DESIGN 6.2
SAT. 6.3
SOUND 7.5

HOW IT RATES

Xena is another game that hadn't received a rating by press time. The fighting is intense enough to earn this game a T rating from the ESRB and most likely a comment about the animated violence.

NINTENDO POWER STAFF SCORES

8.2 → Kyle
7.4 → Andy
7.0 → Scott
6.5 → Sonja
5.7 → Ed

NINTENDO 64

NBA IN THE ZONE 2000

Is Konami in the zone in 2000?

GRAPHICS: Konami's entry in this year's roundball rodeo when it comes to graphics. The animation is disjointed, and the characters look like polygon men. The default Press camera angle is the best view available, but even it is poorly positioned at a steep downward angle.

PLAY CONTROL: The default Controller configuration is laid-out well, and you can customize it further if you wish. Basic moves are easy, but some controls, such as shots from the foul line, are poorly designed.

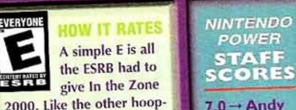
GAME DESIGN: Konami packed just about everything into this Pak including Exhibitions, Seasons, Playoffs, the All-Star Game, Three-Point Shootouts, and a Slam Dunk Contest. The customization options for every element of the game are a nice addition.

SATISFACTION: The graphics detract from the fun, and with better looking and playing sims available, such as NBA Courtside 2 Featuring Kobe Bryant and NBA Live 2000, In the Zone seems outclassed.

SOUND: The crowd sounds are good, but the commentary is very basic.

COMMENTS: Scott—*Konami should have benched this one.* Nate—*They didn't improve it over last year at all.* Andy—*It's solid, but it faces too much competition.*

- Konami/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- All-Star Game
- Three-point Shootout



HOW IT RATES

EVERYONE E

A simple E is all the ESRB had to give In the Zone 2000. Like the other hoopsters this month, it's all about sports, and the NBA wants a clean image.

OVERALL RATING 6.2

GRAPHICS 6.2
PLAY CONTROL 6.2
GAME DESIGN 6.2
SAT. 5.8
SOUND 6.8

NINTENDO POWER STAFF SCORES

7.0 → Andy
6.1 → Scott
6.0 → Nate
5.9 → Dan
5.9 → Kyle

GAME BOY COLOR

MICKEY'S RACING ADVENTURE

Mickey Mouse stars in the biggest Game Boy Color game to date.

GRAPHICS: Rare did an excellent job, as usual, on the graphics. In the adventure areas, Mickey and the other characters are big and well animated. In the racing stages, the vehicles may be small, but you can see enough of the track to make steering easy.

PLAY CONTROL: Play Control is responsive but not lightning fast. You don't have to do much while walking around. The real control challenge is during the races.

GAME DESIGN: Besides racing on varied courses, including some races on water, Mickey's Racing Adventure has lots of other activities, such as solving puzzles, upgrading your car, visiting Chip and Dale and completing their challenges and gathering items from all over the game. In addition to that, Magica de Spell will sell you magic spells that help during races. You can even play as Minnie or Donald (Duck, not Trump).

SATISFACTION: This is a game that has universal appeal. There's plenty for young players to do and enough challenge to keep older players interested.

SOUND: The sound is very good, but the music is repetitious.

COMMENTS: Jason—*The graphics and animation meet Disney's high standards.* Kyle—*It's tedious traversing the big overworld, even with the warps.* Andy—*There's something for every age.*

- Nintendo/8 Megabits
- 1 to 2 players simultaneously
- 8 game save slots
- Game Link compatible

HOW IT RATES

Although it wasn't rated at press time, Mickey's Racing Adventure should get an E rating from the ESRB. This is pure Disney, the sort of happy, goofy game that makes you want to whistle.

OVERALL RATING 8.0

GRAPHICS 9.0
PLAY CONTROL 7.6
GAME DESIGN 7.6
SAT. 7.8
SOUND 7.8

NINTENDO POWER STAFF SCORES

8.9 → Andy
8.5 → Jason
7.6 → Kyle
7.5 → Sonja
7.3 → Scott

GAME BOY COLOR

NBA 3-ON-3 FEATURING KOBE BRYANT

Left Field gets the fastbreak on Game Boy Color.

GRAPHICS: One of the highlights of 3-on-3 is the nice Game Boy Color graphics. It's never easy creating a realistic basketball game for the little screen, but Left Field has done a good job. The courts and players are easily distinguished and the animation and speed are good.

PLAY CONTROL: Don't expect the kind of controls that you get with Kobe's N64 game. Even so, 3-on-3 is responsive and gives players some extras, including the ability to select offensive and defensive schemes.

GAME DESIGN: The 3-on-3 format may seem a bit unusual given all the sims that have come out for video games, but it's perfectly suitable for Game Boy. With fewer players, the court seems less crowded and hectic. And the 11-point game is nice and quick. You can actually finish a season in a reasonable amount of time.

SATISFACTION: This 3-on-3 game has most of what players want in a hoopster, and the six-man contest is the right way to go.

SOUND: Apparently, you can't have everything. The clunky sound effects during the game will cause most players to turn down the sound..

COMMENTS: Dan—*It's intuitive and easy to play. It's obvious that the development team learned from the previous game.* Scott—*Basketball on Game Boy is never great, but this could be as good as it gets.*

- Nintendo/8 Megabits
- 1 to 2 players simultaneously
- 8 game save slots
- Game Link compatible

HOW IT RATES

As you might expect, this sports game gets the big E from the ESRB. It's suitable for hardwood fans of all ages, and you can even turn off the fouls. Who says basketball has to be a contact sport?

GRAPHICS	7.4
PLAY CONTROL	5.8
GAME DESIGN	6.6
SAT.	6.6
SOUND	6.6

NINTENDO POWER STAFF SCORES

- 7.7 → Dan
- 6.7 → Andy
- 6.7 → Nate
- 6.2 → Scott
- 5.7 → Kyle

GAME BOY COLOR

STAR WARS: EPISODE 1: RACER

It's interstellar thrills and spills on Game Boy Color.

GRAPHICS: The graphics look clean and sharp, maximizing the use of color on the GBC. On the other hand, the Podracers are a bit small, and the overhead perspective doesn't allow for much of a view down the course. Fortunately, well-placed turn arrows help racers get around the corners.

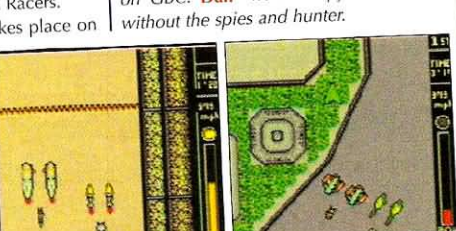
PLAY CONTROL: Like the Podracers for the N64, these vehicles tend to drift around corners, depending on the racing surface. The controls are simple and responsive, and they vary on different Pod Racers.

GAME DESIGN: The racing takes place on three tracks on each of five planets. If you finish them all, you can race on all the tracks again facing Sebulba. That's a ton of racing for a Game Boy title.

SATISFACTION: You'll have to drive near perfect races to win, and that's going to mean some frustration for many casual gamers. As for hardcore racing fans, the extra challenge will be welcome in a Game Boy Color game.

SOUND: The engine noise is annoying, but you really need the audible cues to tell you about damage and boost status.

COMMENTS: Scott—*This is an ambitious game with a serious level of challenge. It's also cursed with a big yawn factor.* Andy—*The best opening sequence I've ever seen on GBC.* Dan—*It's like Spy Hunter, but without the spies and hunter.*



- Nintendo/8 Megabits
- 1 to 2 players simultaneously
- 8 game save slots
- Game Link compatible

HOW IT RATES

Although this title wasn't rated at press time, we anticipate an E rating from the ESRB with a possible comment about animated violence. Although characters are never hurt, Podracers can explode.

GRAPHICS	6.6
PLAY CONTROL	6.4
GAME DESIGN	5.6
SAT.	5.4
SOUND	5.6

NINTENDO POWER STAFF SCORES

- 7.6 → Andy
- 7.0 → Scott
- 6.8 → Nate
- 6.2 → Dan
- 5.0 → Sonja

FIRST FOR N64

TOP GEAR HYPER-BIKE

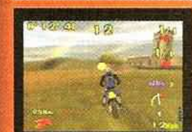
High Speed Street Racing and Extreme Motocross!

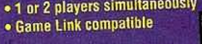
Features:

- Licensed Motorcycles
- 6 unique track layouts (with day, sunset and night races + weather effects) - Redwood Forest, Egyptian Ruins, Florence Italy, etc.
- Proprietary track generation system retains optimum level of track detail and highest frame rate.
- 3 difficulty levels - Beginner, Intermediate, and Expert.
- 2 physical variations on each track - Road Curves and Hills geometries will be completely new.
- Controller Pak Compatible
- Expansion Pak Compatible
- Rumble Pak Compatible
- Mp3 music system for full length near CD-quality
- Fully animated riders with realistic stunts and bone crushing crashes.

Player Modes:

- Championship Mode: 1-4 players. Player races through a series of tracks that get progressively harder.
- Single Race (Arcade) Mode. Player enjoys top speed racing solo or with friends on the tracks (and weather conditions) previously opened.
- Time Attack Mode with Ghost Bike. Player is to beat their own best time (saved on the Controller Pak).
- Stunt Mode. Player pulls off as many radical stunts as possible to accumulate points while racing around the dirt track.

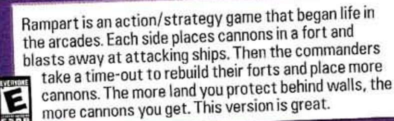




ALSO PLAYING THIS MONTH

RAMPART

- Midway/8 Megabits
- 1 or 2 players simultaneously
- Game Link compatible



Rampart is an action/strategy game that began life in the arcades. Each side places cannons in a fort and blasts away at attacking ships. Then the commanders take a time-out to rebuild their forts and place more cannons. The more land you protect behind walls, the more cannons you get. This version is great.

OVERALL RATING 7.5

GRAPHICS 6.6
PLAY CONTROL 7.6
GAME DESIGN 7.6
SAT. 8.2
SOUND 7.2

VEGAS GAMES

- 3DO/8 Megabits
- 1 player
- 10 casino games

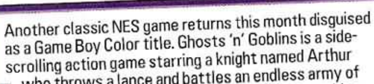
3DO's gambling title is just what it says. Players gamble with an assortment of Vegas-style casino games including Baccarat, Blackjack, Craps, Keno, Money Wheel, Poker, Roulette, Slots, Video Keno and Video Poker. There's no real adventure element to this high-rolling game, just the age-old pursuit of easy wealth.

OVERALL RATING 7.3

GRAPHICS 7.3
PLAY CONTROL 7.0
GAME DESIGN 7.5
SAT. 7.8
SOUND 6.0

GHOST 'N' GOBLINS

- Capcom/8 Megabits
- 1 player
- Passwords
- 14 areas



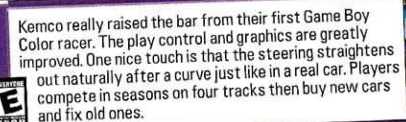
Another classic NES game returns this month disguised as a Game Boy Color title. Ghosts 'n' Goblins is a side-scrolling action game starring a knight named Arthur who throws a lance and battles an endless army of ghouls. It's non-stop action with excellent graphics, play control and a high level of intensity.

OVERALL RATING 7.1

GRAPHICS 7.2
PLAY CONTROL 7.7
GAME DESIGN 6.5
SAT. 7.2
SOUND 6.7

TOP GEAR POCKET 2

- Kemco/8 Megabits
- 1 or 2 players simultaneously
- Game Link compatible files
- 3 save files



Kemco really raised the bar from their first Game Boy Color racer. The play control and graphics are greatly improved. One nice touch is that the steering straightens out naturally after a curve just like in a real car. Players compete in seasons on four tracks then buy new cars and fix old ones.

OVERALL RATING 6.9

GRAPHICS 7.8
PLAY CONTROL 6.6
GAME DESIGN 6.6
SAT. 6.8
SOUND 6.8

GAME & WATCH GALLERY 3

- Nintendo/8 Megabits
- 1 or 2 players alternating
- 5 games
- Classic and Modern versions

Enhanced graphics for the Modern versions of these five Game & Watch titles take them beyond the realm of curiosities with nostalgic value. Although all five titles—Egg, Mario Bros., Donkey Kong Jr., Green House and Turtle Bridge—are fairly simple, they provide a lot of entertainment value.

OVERALL RATING 6.8

GRAPHICS 7.0
PLAY CONTROL 7.0
GAME DESIGN 6.8
SAT. 6.8
SOUND 6.5

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventures, Puzzles
ARMOND: Fighting, RPGs, Adventures
BRYAN: Action, Adventure, Puzzles
DAN: Action, Adventures, Sports
ED: Sports, Puzzles, Action
HENRY: Fighting, Action, Sports
JASON: Adventures, Action, Puzzles
JOHN: Simulations, RPGs, Fighting
KYLE: Sports, Simulations, Puzzles
NATE: Adventure, Action, Sports
SCOTT: Sports, Simulations, Adventures
SONJA: Puzzles, RPGs, Fighting

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS 20%
PLAY CONTROL 20%
GAME DESIGN 25%
SATISFACTION 25%
SOUND 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

Early Childhood

Teen (13+)

Adult (18+)

All Ages

Mature (17+)

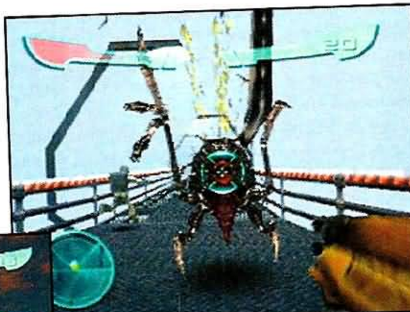
Rating Pending

Pak Play

Hands-on previews of upcoming games.

AN ARMORINES REVIVAL

There's gold in them thar comic books. At least Acclaim seems to have found a way to turn newsprint into gold by using old comic characters and stories for new video games. Armorines for the N64 is the latest to join the crowd, and it definitely glitters. Acclaim Studios London, formerly Probe Entertainment, has been polishing this bug hunt for several months. The results are spectacular. Players dive into the first-person action in snowy Siberia, where alien insectoids burst from snow banks and attack. Each stage is composed of multiple missions with multiple objectives, so it's not enough to simply squash the bugs. Controlling your male or female Armorine is easy, because the game uses the familiar Turok control system. In addition to the walkabout and shoot areas, Armorines features areas where players ride in vehicles and shoot at everything that appears before them. There's a two-player cooperative mode, as well. Acclaim plans to squeak Armorines into the schedule before the end of the year. You should expect it by mid-December.



DAIKATANA DISCOVERED

John Romero, formerly of id software and Doom fame, has been realizing a dream over the last year or two. He and his colleagues at Ion Storm have been creating Daikatana, an epic-sized, first-person adventure for the PC and N64. The story of Daikatana involves a legendary katana sword made in Japan that has the ability to warp people through time. The Daikatana sword also has extraordinary destructive powers. When the sword falls into the wrong hands in the future, just two people realize what's happened and what they have to do to save the world—retrieve the awesome Daikatana from evil Emperor Mishima. From what we've seen of early versions of the game, Daikatana encompasses four huge worlds set in different periods of history. The weapons that you'll use may not be quite as awesome as the Daikatana sword, but they are quite capable of knocking the stuffing out of any enemies you encounter, and there are lots of those. There are puzzle elements, as well. Coincidentally, one of the heroes is named Miyamoto. Perhaps the spirit of the master game maker has rubbed off. We should know by this March or April when Daikatana should be ready to ship.

BATTLEZONE REACHES FROM THE MOON TO JUPITER

Conspiracy theorists will love the story behind Crave Entertainment's Battlezone: Rise of the Black Dogs. According to the BZ scenario, it seems that the Apollo program and moon landings were simply a clever ruse to dupe the citizens of the world into believing that man's only interest in space was scientific. Ha! As any intelligently paranoid X fan can tell you, both the U.S. and U.S.S.R. knew about the presence of alien artifacts that were scattered throughout the solar system at the outset of the space race. Since the sixties, the two powers have been engaged in a secret battle on the high frontier of space...and now you're about to enter the fray. Of course, Atari created the original Battlezone for the arcade, but Crave's BZ has megatons of new twists and turns.

Star Tank Voyager

From Earth's moon to the satellites of distant Jupiter, the Americans and Russians clash with sophisticated hover tanks as they vie for the right to collect the powerful artifacts from an ancient alien race. That's Battlezone in a nutshell. When you step into the middle of the madness, you can choose to compete in one of three one-player modes or two multiplayer modes. If thinking isn't your bag, the one-player Arcade Mode simplifies the battle so that all you have to do is drive around and blast everything in sight. Pilot Mode is for players who can follow orders and complete mission objectives, such as saving a base or collecting a mysterious artifact. In this mode, you can use lots of cool vehicles. In the all-inclusive Commander Mode, players not only cruise around in tanks and battle the enemy, they also direct the activities of all friendly units, commanding them to build new tanks and scavenge for metals. It's like Command & Conquer, except you're down there on the battlefield where the action is taking place instead of floating around in the sky like some demented war god.

The Black Dogs Want You

Ambitious Battlezoners can play as Americans, Russians or Black Dogs. If you fight for the stars and stripes, the difficulty level is at the easiest setting. Russian fighters have it harder, and the elite Black Dog forces (a special division of the American command, not a pack of Labrador Retrievers) have it even harder still. Each designation has ten separate missions in Pilot and Commander Modes. There are 30 missions in the Arcade Mode, as well. Up to four players can battle each other in a head-to-head match or go flat out in the Race Mode. In the missions is where things get really interesting. Objectives are given to Pilots and Commanders at the outset of each mission, but those orders may change over the course of the stage, a lot like the shifting flow of events in Rogue Squadron. Each of your units has good AI, but you can count on the fact that you're going to have to save the day when the enemy shows up. Battles are intense shoot-'em-ups that take place at high speed. If your tank is about to get plastered, you can hop out of it and jump into another vehicle. Missions at the Commander level may also involve building up forces and bases, so there's an element of real-time strategy.

Are you battle ready?

This 128-megabit game was only about 70% completed at the time of our play test, but much of the game was playable. We entered most of the seven terrain types on favorite solar system worlds such as Mars, Io, Europa and Titan. The finished game will boast 14 battle tanks and other units including walkers, scavengers and recyclers. Over 30 types of weapons are to be had, if you can collect them, and each tank can hold four weapons at a time. Battlezone also supports the Controller, Rumble and Expansion Paks. The High-Res Mode still ran pretty slow on our early version, but the development team at Climax in the U.K. hopes to get it up to speed for the March release.

Avast, you scurvy space dogs...

Bionic Commando

They made it better than before.

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

BATTLEZONE

A war of the worlds is coming.

DAIKATANA

Kemco travels in time.

MARIO PARTY 2

Multiplayer gaming goes wild.

POKéMON: TRADING CARD GAME

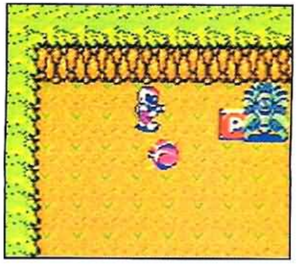
It's all in the Game Boys.

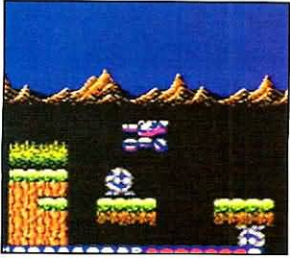
GAME BOY GOES BIONIC!

Game Boy Color titles all sport the eye candy of color graphics, but many of the games coming out for the hand-held system don't make use of its other features and capabilities. That may change when GBC developers recognize what the Bionic Commando development team has accomplished over the past eight months. The original NES Bionic Commando from Capcom was the starting point for this licensed project, but the development team wanted to make a statement about what Game Boy Color could really do. The technical achievements they've made are eye-popping. For instance, Bionic Commando's cinema scenes sport more than 2000 colors in a High-Res Mode. The image shown in the upper-left corner on this page is essentially the same that you see on Game Boy Color. The BC team also included 1500 frames of animation and lots of digitized speech. But the technical milestones are all just icing on the cake, because the game itself is a rich tribute to the glory days of side-scrolling action titles. The new BC features two playable characters (one male, one female), a new Sniper Mode, 22 levels, 72 backgrounds, seven types of weapons and 22 kinds of enemies. Those enemies change their attacks as you progress through the game, so the challenge continually ramps up. The unique bionic arm, which is used for climbing and swinging through stages, is just as compelling on GBC as it was in the original game. Nintendo plans to release Bionic Commando as a flagship Game Boy Color action title at the end of January. You'll never look at Game Boy Color the same way again after swinging through a few levels of Bionic Commando.

A BLAST FROM THE PAST

Quietly but steadily Sunsoft has been building up an impressive library of titles for Game Boy Color. The most ambitious to date has its roots in the company's 8-bit past. Blaster Master first appeared for the NES back in 1988. Now the game is appearing on GBC. It tells the story of a boy named Jason and his pet frog, Fred, who become separated in a toxic world. The player rolls around in side-scrolling and overhead stages in a cool little tank that jumps, blasting mutants and searching for Fred. You can even hop out of the tank in places. Collecting new weapons and abilities is another part of the fun. Sunsoft has recreated the look, feel, and fun of the original Blaster Master in this Game Boy Color version, and we consider both games to be classics.





AN INVITATION FROM MARIO

We figured that the beginning of the new millennium is a great time for a party, so Nintendo has pushed up the release date of Mario Party 2 for the N64 to January, 2000. This month's gallery of screen shots shows samples from the six adventure boards and 64 new and updated mini-games. The four-player romp includes tank battles, a sky-hopping team competition and all sorts of other antics. The adventures unfold in such places as the old west and outer space. The characters from the first game were invited back for this year's party, and now they're all dressed up in costumes for each adventure. Next month we'll cover all the party games and fun in a feature review.

ARE YOU READY TO PARTY?

Pak Peeks

What's breaking in the world of games.

Trading Cards on Game Boy

Breaking news from Redmond should be welcome for all Pokémon fans. The Pokémon Trading Card Game will appear in Game Boy form in early February. This game has all the elements of the popular Pokémon Trading Card Game from Wizards of the Coast. The cards and battle techniques are the same, but the game does all the calculations. It also teaches you how to play, and those lessons are transferable to the actual card game. The idea behind this hybrid for Game Boy is that players must defeat all of the B-Club Masters in the eight Card Clubs around the island then face the four Masters in the Pokémon Dome. If they beat everyone, they'll win the Legendary Pokémon Cards—the ultimate prize. Players can battle each other and trade cards, as well. If you love Pokémon cards, this is the ultimate game since it lets you play anytime, anywhere.

Pokémon Trading Card Game

The Hawk and the Ogre this spring!

Activision has been working on N64 and Game Boy Color versions of Tony Hawk's Pro Skater for some time, but only now has it announced the projects officially. Scheduled for spring releases, the Hawk games feature flip tricks, grinds, slides, inverts and wallrides. For even more drama this spring, look for Ogre Battle 3, which has been picked up by Atlus. The 320-megabit strategy RPG from Quest is undergoing English translation, which is a huge job for this vast game. For RPG fans, Ogre Battle 3 should prove to be the biggest thrill yet on the N64.

A link to the continent

Infogrames dropped by recently to show your Pak Watch editors the latest on PGA European Tour. This four-course golf simulation for the N64 features 64 current and past European masters including Nick Faldo and Spanish sensation, Sergio Garcia. If you don't want to use a pro, you can create your own duffer in the Create-a-Player Mode. The commentary by Englishman Peter Alice of the BBC is one of the highlights, and the sound effects (particularly the bird songs) were amazingly realistic. Gremlin U.K. used motion-capture data from ten pro golfers for the game's animation. Infogrames plans to start this tour in the middle of February.

PGA European Tour

It's Peak, not Park

South Peak Interactive may sound slightly like a famously rude cartoon, but it is actually a game publisher with designs on the N64. In the past few weeks, we've seen several titles from South Peak appear out of the blue. Rally Challenge 2000 comes from Imagineer in Japan and features real teams and cars and very nice environment-mapped reflections on the rear windows. Fighter Destiny 2 is the sequel to the innovative game published by Infogrames in North America. The new FD has an appealing look and the same point-based scoring system that sets it apart from other fighters. It also has a fun single-player mode with multiple paths and a reward system based on earning new moves from the Master. This is definitely a good Pak pick from the Peak. World League Soccer 2000 is another solid game. It features international and North American teams, and it has English, Spanish and Italian text versions, although the commentary is always in English. From the look of things, South Peak is off to a great start on the N64.

Fighter Destiny 2

Game Boy Color World

As surely as the world turns, publishers around the planet are rushing to make as many Game Boy Color titles as they can. At Pak Watch, we see it all first, so here's the latest.

What better place to begin than with the return of the first video game in history. That's right, Pong is making a comeback thanks to Hasbro Interactive. There's a lot more to this game than the simple back-and-forth of the '70s classic. Hasbro has included five modes, new paddle powers, colorful graphics, and, for the first time, music. Even so, you can play classic Pong just to see how it all began.

Natsume should be releasing Game Boy Color versions of its popular Harvest Moon and Legend of the River King RPGs as you read this article. The games are similar to the first versions for Game Boy, but they include a few new elements—a new area in River King and a new timer function in

COMING SOON

Legend of the River King

Harvest Moon. The games also deliver excellent color graphics that will dazzle fans.

Mary-Kate and Ashley have moved onto Game Boy Color for their next tour de force. The game from Acclaim plays very much like a Lost Vikings puzzler in which Mary-Kate, Ashley, and their dog, Clue, all have special abilities that complement the abilities of the other characters. Players have to use the three characters as a team to get through each mysterious stage. Apparently, it takes more than two.

Catz and Dogz from Mindscape are two games featuring virtual pets for cat or dog lovers. After adopting your Petz from the Petz Shop, you'll name it, take it home, play with it, feed it, train it, and even take it outside. These games are strangely captivating and they're full of fun animations.

Other new Game Boy Color titles include Millennium Winter Games from Konami, which features winter sports such as skiing and skijumping, a GBC version of Acclaim's Armorines, a snowboarding title called Boarder Zone from Infogrames, a fighter simulation, F-18 Thunderstrike from Majesco, a GBC version of the classic card game, Uno, and the long-awaited Yoda Stories from THQ, which features Luke Skywalker in an overhead adventure, proving that the Force is definitely with Game Boy Color. Next month, we should have even more surprises.

Mary-Kate and Ashley

Pokémon Stadium

Nintendo

Ridge Racer 64

Nintendo

Armorines

Acclaim

Supercross 2000

EA Sports

Worms: Armageddon

Infogrames

Chef's Luv Shack

Acclaim

RELEASE FORECAST

FALL 1999

ASTEROIDS 64
BASSMASTERS 2000
CARMAGEDDON II
CHEF'S LUV SHACK
DESTRUCTION DERBY 64
FIGHTER DESTINY 2
HYPER-BIKE
NAMCO MUSEUM 64
NUCLEAR STRIKE 64
PGA EUROPEAN TOUR
RALLY CHALLENGE 2000
RAT ATTACK
SUPERCROSS 2000
TAZ EXPRESS
WORLD LEAGUE SOCCER 2000
WORMS: ARMAGEDDON
1942
ARMORINES
ARMY MEN 2
AZURE DREAMS
BABE & FRIENDS
BATTLETANX
BOARDER ZONE
CASTLEVANIA II
CARMAGEDDON
CATZ
CROC
DAFFY DUCK
DEER HUNTER
DOGZ
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EVEL KNIEVEL
F-18 THUNDERSTRIKE
GEX 3
GRAND THEFT AUTO
INTERNATIONAL TRACK & FIELD
ISS 2000
JEFF GORDON RACING
MARY-KATE & ASHLEY
MEGA MAN 5
MISSION: IMPOSSIBLE
NBA IN THE ZONE 2000
NBA LIVE 2000
NFL BLITZ 2000
NHL BLADES OF STEEL 2000
NHL HOCKEY 2000
TIGER WOODS GOLF
PONG
RESIDENT EVIL
STREET FIGHTER ALPHA
SUZUKI ALL-STAR EXTREME RACING
TAZMANIAN RUSH
TOY STORY 2
WICKED SURFING
WORMS: ARMAGEDDON
UNO
YODA STORIES

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40 WINKS
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BATTLEZONE 64
BRUNSWICK CIRCUIT PRO BOWLING
CYBER TIGER 64
EXCITE BIKE 64
HYDROTHUNDER
MARIO PARTY 2
POKéMON STADIUM
RIDGE RACER 64
SHADOWGATE RISING
ALICE IN WONDERLAND
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F-1 WORLD GRAND PRIX II
HARRIER 2001
JEREMY MCGRATH SUPERCROSS 2000
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KIRBY 64
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NIGHTMARE CREATURES 2
NOMENQUEST
OGRE BATTLE 3
PERFECT DARK
RIQA
SPIDER-MAN
SUPER MARIO RPG 2
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TWELVE TALES: CONKER 64
X-MEN
WILDWATER
WILD METAL COUNTRY
ZELDA GAIDEN
MICRO MACHINES V3
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Coming Next Issue...

Volume 128, January 2000

MARIO PARTY 2

Mario's throwing another get-together, and you're invited! The Mario Party 2 guest list includes Peach, Luigi and Wario, and the invitation mentions something about board games and matching costumes. Famous party animals DK and Yoshi may try to steal the spotlight, but in our January issue, we'll give you everything you need to become the life of the party.

40 WINKS

Do you ever wonder where dreams come from? Tag along next month as we enter the Land of Nod, a fanciful adventureland where you need to speak softly and carry a big teddy bear. Stick with us, and we'll keep the nightmares away.

ARMORINES IN PROJECT S.W.A.R.M

Is there anything better than donning an experimental suit of armor and exterminating alien bugs who have come to colonize earth? We don't think so, either. Our comprehensive bug-blasting Armorines guide will show you how to keep the bugs at bay.

NEXT MONTH— OUR BIGGEST BONUS ISSUE EVER!

FOR SUBSCRIBERS ONLY

- The best tips of the Millennium, from the early days of the NES to the N64 and Game Boy Color!
- See the top games of 2000 in NP's Guide to the hottest upcoming titles!
- Exclusive! Custom play mat for your Pokémon Trading Card Game!

N64

1. 2. A Bug's Life
2. AeroFighters Assault
3. AeroGauge
4. Airboardin' USA
5. All-Star Baseball '99
6. All Star Baseball 2000
7. All-Star Tennis '99
8. Army Men: Sarge's Heroes
9. Automobili Lamborghini
10. Banjo-Kazooie
11. Bass Hunter 64
12. BattleTanx
13. Beetle Adventure Racing
14. BioFreaks
15. Blast Corps
16. Blitz
17. Blitz 2000
18. Body Harvest
19. Bomberman Hero
20. Bomberman 64
21. Buck Bumble
22. Bust-A-Move 2
23. Bust-A-Move '99
24. California Speed
25. Castlevania
26. Chameleon Twist
27. Chameleon Twist 2
28. Charlie Blast's Territory
29. Chopper Attack
30. Clay Fighter 63 ⅓
31. Command & Conquer 64
32. Cruis'n USA
33. Cruis'n World
34. Dark Rift
35. Deadly Arts
36. Diddy Kong Racing
37. Doom 64
38. Dual Heroes
39. Duke Nukem 3-D
40. Duke Nukem: Zero Hour
41. Extreme-G
42. Extreme-G 2
43. F-1 Pole Position 64
44. F-1 World Grand Prix
45. F-Zero X
46. FIFA '99
47. FIFA Road to World Cup '98
48. FIFA Soccer 64
49. Fighter's Destiny
50. Fighting Force 64
51. Flying Dragons
52. Forsaken
53. Fox Sports College Hoops '99
54. Gauntlet Legends
55. Gex 3: Deep Cover Gecko
56. Gex 64: Enter the Gecko
57. Glover
58. Goemon's Great Adventure
59. Golden Nugget
60. GoldenEye 007
61. GT 64 Championship Edition
62. Hexen
63. Hot Wheels
64. Hybrid Heaven
65. Iggy's Reckin' Balls
66. International Superstar Soccer '98
67. International Superstar Soccer 64
68. Jeopardy!
69. Jet Force Gemini
70. Ken Griffey Jr.'s Slugfest
71. Killer Instinct Gold
72. Knife Edge
73. Knockout Kings 2000
74. Kobe Bryant in NBA Courtside
75. The Legend of Zelda: Ocarina of Time
76. Lego Racers
77. Lode Runner 3-D
78. Mace the Dark Age
79. Madden '99
80. Madden 64
81. Madden NFL 2000
82. Magical Tetris Challenge featuring Mickey
83. Mario Golf
84. Mario Kart 64
85. Mario Party
86. Mike Piazza's StrikeZone
87. Milo's Astro Lanes
88. Mischief Makers
89. Mission: Impossible
90. MLB featuring Ken Griffey Jr.
91. MLBPA Bottom of the 9th
92. Monaco Grand Prix Racing Simulation 2
93. Monster Truck Madness
94. Mortal Kombat 4
95. Mortal Kombat Mythologies: Sub-Zero
96. Mortal Kombat Trilogy
97. Multi Racing Championship
98. Mystical Ninja Starring Goemon
99. Nagano Winter Olympics '98
100. NASCAR '99
101. NBA Courtside 2 Featuring Kobe Bryant
102. NBA Hangtime
103. NBA In the Zone '98
104. NBA In the Zone '99
105. NBA Jam '99
106. NBA Live '99
107. The New Tetris
108. NFL Quarterback Club '98
109. NFL Quarterback Club '99
110. NHL Blades of Steel
111. NHL Breakaway '98
112. NHL Breakaway '99
113. NHL '99
114. NHLPA and NHL Present Gretzky's 3-D Hockey '98
115. Nightmare Creatures
116. O.D.T.
117. Off-road Challenge
118. Olympic Hockey Nagano '98
119. Penny Racers
120. PilotWings 64
121. Pokémon Snap
122. Quake
123. Quake II
124. Quest 64
125. Rampage Universal Tour
126. Rampage World Tour
127. Rayman 2: The Great Escape
128. Re-Volt
129. Road Rash
130. Robotron 64
131. Rugrats: Scavenger Hunt
132. Rush 2
133. San Francisco Rush: Extreme Racing
134. S.C.A.R.S.
135. Shadowgate 64
136. Shadow Man
137. Snowboard Kids
138. Snowboard Kids 2
139. South Park
140. Space Station Silicon Valley
141. Starcraft 64
142. Star Fox 64
143. Star Soldier: Vanishing Earth
144. Star Wars: Episode I: Racer
145. Star Wars: Rogue Squadron
146. Star Wars: Shadows of the Empire
147. Starshot
148. Super Mario 64
149. Super Smash Bros.
150. Superman
151. 1080° Snowboarding
152. Tetrisphere
153. Tonic Trouble
154. Top Gear Overdrive
155. Top Gear Rally
156. Triple Play 2000
157. Turok: Dinosaur Hunter
158. Turok 2: Seeds of Evil
159. Twisted Edge Snowboarding
160. Vigilante 8
161. Virtual Chess 64
162. Virtual Pool 64
163. VRally: Edition '99
164. Waialae Country Club: True Golf Classics
165. War Gods
166. Wave Race 64
167. Wayne Gretzky's 3-D Hockey
168. WCW Mayhem
169. WCW Nitro
170. WCW/nWo Revenge
171. WCW Vs. nWo: World Tour
172. Wetrix
173. Wheel of Fortune
174. Wipeout 64
175. World Cup '98
176. World Driver: Championship
177. WWF Attitude
178. WWF: War Zone
179. Yoshi's Story

Game Boy

180. A Bug's Life
181. All-Star Baseball 2000
182. Antz
183. Arcade Hits: Defender/Joust
184. Arcade Hits: 720 Degrees
185. Arcade Hits: Spy Hunter/Moon Patrol
186. Asteroids
187. Black Bass Lure Fishing
188. Blitz
189. Bomberman GB
190. Bubble Bobble
191. The Bugs Bunny Crazy Castle 3
192. Bust-A-Move 2
193. Bust-a-Move '99
194. Carrot Crazy
195. Castlevania Legends
196. Chase HQ
197. Chessmaster
198. Conker's Pocket Tales
199. Donkey Kong
200. Donkey Kong Land
201. Donkey Kong 2: Diddy's Kong Quest
202. Donkey Kong Land 3
203. Dr. Mario
204. Duke Nukem
205. Final Fantasy Adventure
206. Final Fantasy Legend
207. Final Fantasy Legend II
208. Final Fantasy Legend III
209. Frogger
210. Game Boy Camera & Printer
211. Game Boy Color
212. Game & Watch Gallery
213. Game & Watch Gallery 2
214. Gex
215. Harvest Moon
216. James Bond 007
217. Ken Griffey Jr. Presents: MLB
218. Ken Griffey Jr.'s Slugfest
219. Kirby's Dream Land 2
220. Kirby's Pinball Land
221. Klax
222. Legend of the River King GB
223. Legend of the Sea King
224. The Legend of Zelda: Link's Awakening DX
225. Logical
226. Madden NFL 2000
227. Magical Tetris Challenge
228. Mario Golf
229. Mega Man
230. Mega Man V
231. Men in Black
232. Metroid II: Return of Samus
233. Mickey Mouse: Magic Wand
234. Monopoly
235. Montezuma's Return
236. Mortal Kombat 4
237. Motocross Maniacs 2
238. Ms. Pac-Man
239. Mulan
240. NBA in the Zone
241. NBA Jam '99
242. NHL Blades of Steel
243. Paperboy
244. Pitfall
245. Pocket Bowling
246. Pocket Bomberman
247. Pocket Pikachu
248. Pokémon
249. Pokémon Pinball
250. Pokémon Yellow
251. Power Quest
252. Prince of Persia
253. Quest for Camelot
254. Quest RPG: Brian's Journey
255. R-Type DX
256. Rats
257. Rugrats
258. Rugrats Time Machine
259. Shadowgate Classic
260. Shanghai Pocket
261. Small Soldiers
262. Smurfs Nightmare
263. Spawn
264. Spy Vs. Spy
265. Super Breakout
266. Super Mario Bros. DX
267. Super Mario Land
268. Super Mario Land 2: 6 Golden Coins
269. Tarzan
270. Tetris Attack
271. Tetris DX
272. Top Gear Pocket
273. Turok 2
274. Twouble
275. Wario Land: Super Mario Land 3
276. Wario Land II
277. WWF Attitude
278. WWF Raw
279. Yar's Revenge
280. Zebco ProBass Fishing

Upcoming Releases & Other Picks

281. 1942 (Game Boy)
282. 40 Winks (N64)
283. Alice in Wonderland (Game Boy)
284. Andretti Racing (N64)
285. Armorines (N64)
286. Army Men (Game Boy)
287. Asteroids (N64)
288. Azure Dreams (Game Boy)
289. Babe's Friends (Game Boy)
290. Bassmasters 2000 (N64)
291. Batman and Robin (N64)
292. BattleTanx (Game Boy)
293. BattleTanx 2 (N64)
294. Battlezone (N64)
295. Beauty and the Beast (Game Boy)
296. Bionic Commando (Game Boy)
297. Blues Brothers 2000 (N64)
298. Bomberman 3 (N64)
299. Brunswick Circuit Pro Bowling (N64)
300. Caesars Palace (N64)
301. Carmageddon II: Carpocalypse Now (N64)
302. Carnivale (N64)
303. Castlevania II (Game Boy)
304. Castlevania II (N64)
305. Catwoman (Game Boy)
306. Centipede (Game Boy)
307. Chef's Luv Shack (N64)
308. Croc (Game Boy)
309. Crystalis (Game Boy)
310. CyberTiger 2000 (N64)
311. Daffy Duck (Game Boy)
312. Daikatana (N64)
313. Deer Hunter (Game Boy)
314. Déjà Vu I & II (Game Boy)
315. Destruction Derby 64 (N64)
316. Donkey Kong 64 (N64)
317. Dolphin
318. Duck Dodgers in the 23 ½ Century (N64)
319. EarthBound 64 (N64)
320. Earthworm Jim 3D (N64)
321. Earthworm Jim: Menace II the Galaxy (GB)
322. Elmo in Grouchland (Game Boy)
323. Eternal Darkness (N64)
324. F1 World Grand Prix (Game Boy)
325. F1 World Grand Prix II (N64)
326. FIFA 2000 (Game Boy)
327. Ghosts & Goblins (Game Boy)
328. Godzilla (Game Boy)
329. Harrier 2001 (N64)
330. Harvest Moon (N64)
331. Hercules (N64)
332. Heroes of Might & Magic (Game Boy)
333. Hole in One Golf (Game Boy)
334. Hydro Thunder (N64)
335. Hyper Bike (N64)
336. ISS 2000 (Game Boy)
337. Jeff Gordon Racing (N64)
338. Jeremy McGrath's Supercross 2000 (N64)
339. Junkbots (Game Boy)
340. Kirby 64 (N64)
341. Legend of the River King 64 (N64)
342. Looney Tunes (Game Boy)
343. Looney Tunes Space Race (N64)
344. Lufia: Runes Chaser (Game Boy)
345. Mega Man 5 (Game Boy)
346. Metal Gear Solid (Game Boy)
347. Mickey Racing (Game Boy)
348. MK: Special Forces (N64)
349. Monopoly (N64)
350. NBA in the Zone 2000 (N64)
351. NBA in the Zone (Game Boy)
352. NBA Jam 2000 (N64)
353. NBA Live 2000 (N64)
354. NHL 2000 (N64)
355. NHL Blades of Steel 2000 (Game Boy)
356. NHL Blades of Steel 2000 (N64)
357. Nightmare Creatures 2 (N64)
358. Nomenquest (N64)
359. Nuclear Strike (N64)
360. Ogre Battle 3 (N64)
361. Paperboy 64 (N64)
362. Perfect Dark (N64)
363. Pokémon Stadium (N64)
364. Polaris's Snowcross (N64)
365. Puzzle Master (Game Boy)
366. Rainbow Six (Game Boy)
367. Rainbow Six (N64)
368. Rally Racing (Game Boy)
369. Rat Attack (N64)
370. Ready 2 Rumble (N64)
371. Resident Evil (Game Boy)
372. Resident Evil 2 (N64)
373. Ridge Racer 64 (N64)
374. Riqa (N64)
375. Rocket (N64)
376. San Francisco Rush (Game Boy)
377. Shadowgate Rising (N64)
378. Shamus 2000 (N64)
379. SimCity (N64)
380. South Park Rally (N64)
381. Space Invaders (N64)
382. Space Station Silicon Valley (Game Boy)
383. Speedy Gonzales (Game Boy)
384. Spiderman (N64)
385. Street Fighter Alpha (Game Boy)
386. Super Mario Adventure (N64)
387. Super Mario 64 2 (N64)
388. Supercross 2000 (N64)
389. Survival Kids (Game Boy)
390. Tamagotchi (N64)
391. Taz Express (N64)
392. Tazmanian Rush (Game Boy)
393. Tiger Woods (Game Boy)
394. Titus Jr. (Game Boy)
395. Top Gear Rally 2 (N64)
396. Toy Story 2 (Game Boy)
397. Toy Story 2 (N64)
398. Transfer Pak
399. Turok: Rage Wars (N64)
400. Twelve Tales: Conker 64 (N64)
401. Vegas Games 2000 (Game Boy)
402. Vigilante 8: Second Offense (N64)
403. Wicked Surfing (Game Boy)
404. Wild Metal Country (N64)
405. Wildwaters (N64)
406. WinBack (N64)
407. Wrestlemania 2000 (N64)
408. Xena: Talisman of Fate (N64)
409. X-Men (N64)
410. Yoda Stories (Game Boy)

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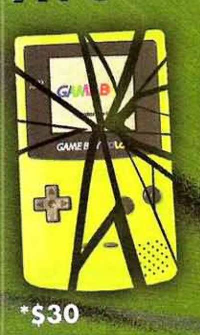

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NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below.

Volume 126 (Nov. '99): Donkey Kong 64, Rocket: Robot on Wheels, Harvest Moon 64, Jet Force Gemini, NBA Courtside 2 Featuring Kobe Bryant, Resident Evil 2, Monopoly, Earthworm Jim 3-D, BattleTanx 2, Mario Golf (GB), Survival Kids (GB).

Volume 125 (Oct. '99): Jet Force Gemini, Army Men: Sarge's Heroes, Starcraft 64, Road Rash 64, WinBack, Hot Wheels Turbo Racing, Rayman 2: The Great Escape, WCW Mayhem, Knockout Kings 2000, Pokémon Special Pikachu Edition (GB), Donkey Kong 64 In-Store Demo Strategies.

Volume 124 (Sept. '99): Jet Force Gemini Preview, Gauntlet Legends, Hybrid Heaven–Part 2, NFL Blitz 2000, Gex 3: Deep Cover Gecko, Re-Volt, Shadow Man, Madden NFL 2000 Vs. NFL Quarterback Club, Sprocket Preview, Starcraft Preview, Tarzan (GB), Revelations: The Demon Slayer (GB), Looney Tunes (GB), Déjà Vu I & II (GB), Player's Choice Strategies.

Volume 123 (Aug. '99): Hybrid Heaven, WWF Attitude, World Driver: Championship–Part 2, Army Men: Sarge's Heroes Special, Mario Golf, Command & Conquer, Gex 3: Deep Cover Gecko Preview, Bass Hunter 64, Duke Nukem: Zero Hour, LEGO Racer, Monster Truck Madness, Spawn (GB).

Volume 122 (July '99): World Driver: Championship, Quake II, *Star Wars*: Episode I: Racer Review–Part 2, Command & Conquer, Hybrid Heaven Preview, Inside E3: The Future of Nintendo, The New Tetris, Rugrats: Scavenger Hunt, Mario Golf Preview, Shadow Man Preview, Ken Griffey Jr.'s Slugfest (GB), Pokémon Pinball (GB), Duke Nukem (GB).

Volume 121 (June '99): Pokémon Snap, Ken Griffey Jr.'s Slugfest, A Bug's Life, WWF Attitude Preview, *Star Wars*: Episode I: Racer Review–Part I, V-Rally Edition '99, Behind the Scenes at Left Field Productions, World Driver: Championship Preview, Monaco Grand Prix, Conker's Pocket Tales, R-Type DX, All-Star Baseball 2000 (GB), Join the Power Panel.

Volume 120 (May '99): Guide to E3, *Star Wars*: Episode I: Racer Preview, 1998 Nintendo Power Award Winners, Superman, All-Star Baseball 2000 (N64), Shadowgate 64: Trials of the Four Towers, All-Star Tennis '99, Bust-A-Move '99, Ken Griffey Jr.'s Slugfest Preview, Airboardin' USA, Pokémon Snap Preview, Conker's Pocket Tales Preview, Game Boy Color Games, Super Mario Bros. Deluxe.

Volume 119 (Apr. '99): Beetle Adventure Racing, Super Smash Bros., Triple Play 2000, O.D.T., Global Gaming Special, Goemon's Great Adventure, MLBPA Bottom of the 9th, Lode Runner 64, Starshot: Space Circus Fever, NBA In the Zone '99, A Bug's Life Preview, Midway Arcade Hits, Re-Volt Preview, Y2K Exposé, First Edition of PokéCenter.

Volume 118 (Mar. '99): Tonic Trouble, Vigilante 8, Castlevania Review–Part 3, Duke Nukem: Zero Hour, Chameleon Twist 2, California Speed, NHL Blades of Steel '99, Rampage 2: Universal Tour, NBA One-on-One, NP Awards Nominees, Command and Conquer Preview, Pokémon Hits the Deck, Logical, Power Quest.

Volume 117 (Feb. '99): Mario Party, WCW Nitro, The Legend of Zelda: Ocarina of Time Review–Part 3, Pokémon Link Cable Special, Penny Racers, Castlevania Review–Part 2, Snowboard Kids 2, Beetle Adventure Racing Preview, Hexcite, Vigilante 8 Preview, Turok 2 (GB), The Legend of the Sea King, Shadowgate Classic, Rayman 2 Preview.

Volume 116 (Jan. '99): Predictions for 1999, Castlevania, South Park, BattleTanx, Turok 2, FIFA '99, Nightmare Creatures, Fox Sports College Hoops '99, Charlie Blast's Territory, NBA Jam '99, NHL Breakaway, The Legend of Zelda: Link's Awakening DX, Carrot Crazy, Montezuma's Return, Gex: Enter the Gecko, ODT Preview, Shadowgate 64 Preview.

Volume 115 (Dec. '98): *Star Wars*: Rogue Squadron, The Legend of Zelda: Ocarina of Time Review–Part 2, Body Harvest– Part 2, NBA Live '99, Rush 2, Magical Tetris, Top Gear Overdrive, Virtual Pool 64, Golden Nugget 64, Quest for Camelot, BattleTanx Preview, Castlevania Preview, Game Boy Color Starting Lineup.

Volume 114 (Nov. '98): The Legend of Zelda: Ocarina of Time Strategy Review, Game Boy Color Special, Body Harvest, Glover, Buck Bumble, *Star Wars*: Rogue Squadron, S.C.A.R.S., NHL '99, Fighting Force, Wipeout 64, Extreme-G 2, Banjo-Kazooie Review–Part 3, Superman Preview.

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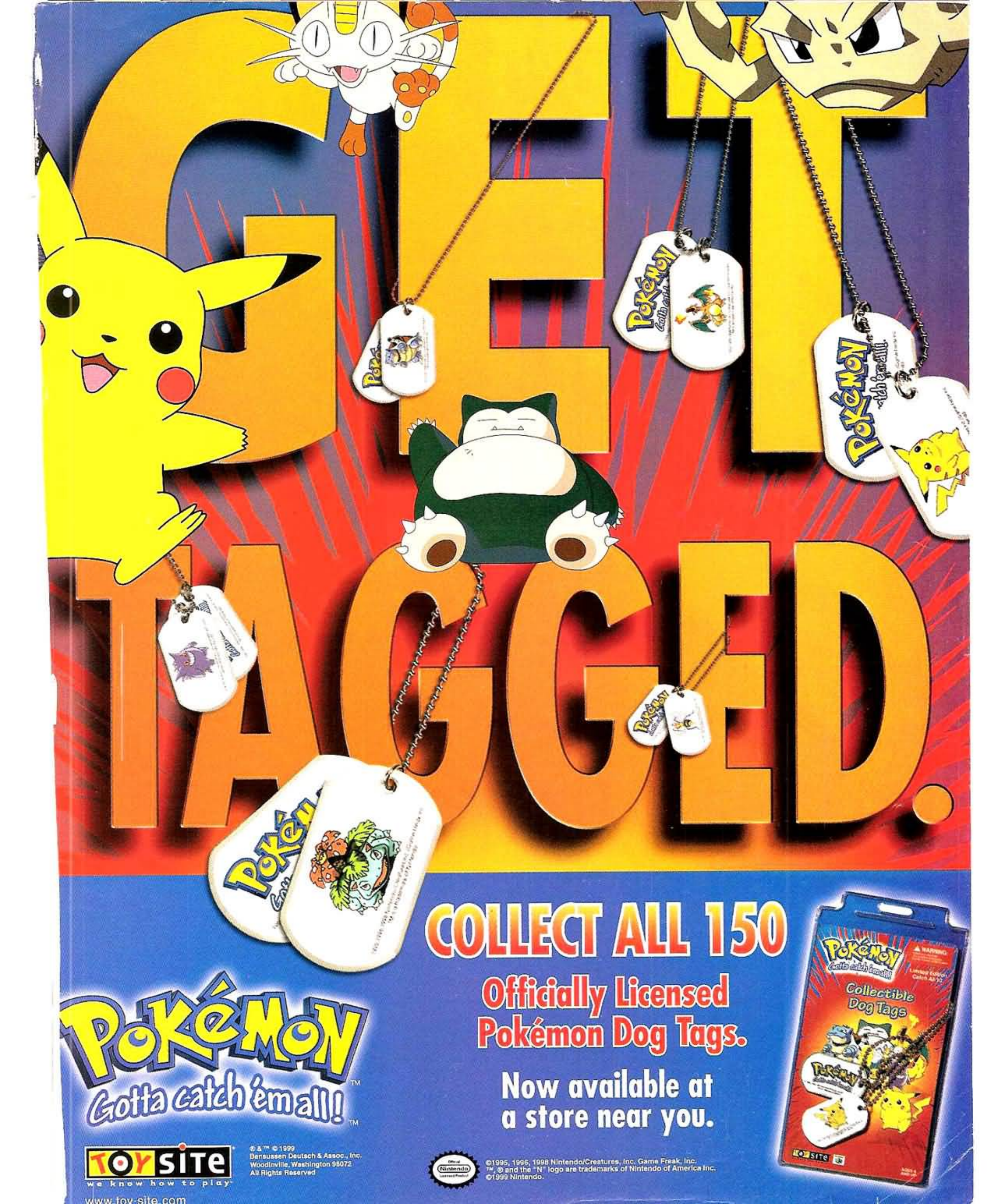
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